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NEWS & REVIEWS

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Trivial Pursuit £10,000 Challenge result. MSX revisited, Level 9, Year Planner Offer, Gunship previewed. The other Aliens!

14 REVIEWS THIS ISSUE:

Three games get C+VG's Game of the Month accolade — Sam Cruise, Uridium/Paradroid and Fairlight II. C+VG HITS include Skate Rock,

104 ADVENTURE

Keith Campbell and his team review Dodgy Geezers, Kayleth, The Bard's Tale and more Plus the Helpline.



MAD COMPETITION/P74





LABYRINTHE/P101

INSIDE STORY

If you hought he leaf see of C + VI one statilly executes well, in the work of the person problem, you fair here no I/HRV great Widen here produced by the problem of the p

demination, AND gives you the chance to vin FRE games. Talking or tree games, tilling he pages instearly by find the MassTerranic MAD Competition. The budget-masters want to GME away all the games they we ver released. Euroman, the UKs is deading jurisdic manufacturers, want to get in on the act as well. They're giving away only loads of givingtics in our special designer competition. You went more? Well how about the absolutely FREE and almost legendary book of games. Latings for top competers, including the Amigal





SAM CRUISE/P14



ATARI ST SPECTACULAR/110







URIDIUM/P24



ACADEMY/P58



PBM'S WAYNE/P70



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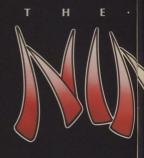
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ABC



THE STATE OF THE MARTIAL ARTS







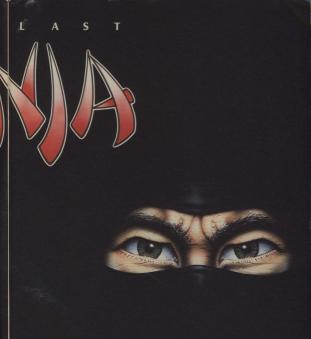




actual CBM 64 screens

Available for: CBM 64 / 128, AMSTRAD CPC, SPECTRUM 48K / 128 & ATARI

or further informs





Lynda belongs to a keen

She likes adventure games.

computer games playing family,

husband **Bob** likes war games,

and their 5-year-old twin sons

playing Donkey Kong. Her

Kimberley is the only one not

■ No, don't be confused. Those

ARE ex-Virgin games being

released on the Bug Byte

budget label. The classic

tephen and David like

one-year-old daughte

into computers - yet!

■ Want a FREE robot? Well all you have to do is joing the Robotic Society of America No. it's not the same people who brought you Mr Reagan. This society deals in intelligent robots. As part of its 1987 Membership Drive the society's International Division is giving away an experimental sound-activated robot in kit form to each new members. New

members will also receive a copy of the Robot Sourcebook, and involved with the study. experimentation, creation, and advancement of robotics and other artificial lifeforms. The ann membership fee is \$50, which should be paid by cheque, in

dollars, or a Post Office international money order. Interested? Then contact: The Membership Secretary, Robotic Society of America, Box 54-H, Scarsdale, New York 10583 and mention C+VGI

Golden Girl, Lynda Britwell kept the C+VG flag flying bravely when she came a magnificent fourth in **Domark's** £10,000 Trivial Pursuit challenge held in London recently



addictive board game was finally won by polytechnic lecturer John Cooke who represented Commodore Computing

International mag The twelve finalists had already

won a Trivial Pursuit competition run by Britain's computer magazines. The finalists were wined and dine by Domark before playing in a knockout competition of the TP board game.

The final was played on the computer version and was hosted by Johnny Ball, presenter of BBC TV's Think of a Number and Think Again programmes Lynda, of Wickford, Essex, said

"If I could make it through to the final I would be satisfied. I would have done my best." As with the Strangeloop and the pretty neat Falcon Patrol II are now other finalists, Lynda was presented with a souvenir Genus II edition of TP. great value at just £2.99

Once upon a time in the world of movies, there was Alien. It was writes Marshal M. Rosenthal made a lot of money

Then the Powers-That-Be make a lot of money, perhaps a lot of Aliens could make lots of sequel Aliens.

computer gaming (another reality altogether), a British company game called ALIFNS

Little did they realize that a team OWN version of this romp. So we finally come to Aliens: The Computer Game by Steve Cartwright and Activision

There are six separate scenarios to overcome, but first identify the various weapons and electronic

Cartoon panels appear throughout the game and include action, and an urgency to win make this a killer game. No news on a release date for the UK yet

Strangeloop is a big and colourful arcade adventure, Falcon 'em up. Other titles out include

Skyhawk for the BBC/Electron; Deathwake originally a full price Quicksilva game, for the Amstrad. Spectrum and C64; and Zagan Warrior for the C16

■ Yet another new budget label has appeared with games for the Spectrum, Electron and C16. Alternative Software has released a series of £1,99 littles for these machines. Howzat is a pretty good cricket game which





includes the 17 county sides plus seven test match squads. You get detailed game analysis throughout the game and even put the scoreboard onto a printer. Could this be the best budget cricket come around? Pheenix is a space shoot 'em up for the C16. Night Strike, for the Electron, is





another Speccy game is a platfo locations.



If you're into role playing games then you'll know about the neat little figures that you can buy to enhance the games. Now there's a book which tells you all about how these models are made and how you can make them look really professional, Stuart

Parkinson's book Heroes for Wargaming not only features a brief history of role-playing games make these models come alive. The book is packed with colour pictures of finished models and diaramas



Take all your combat flight mulators and stick them in the bin. Gunship is the ultimate says Marshal M. Rosenthal. Micropose have armed their AH-64A Apoche Attock helicopter

It even includes a template that fits over the keyboard to use in The truly perverse can eve

Plenty of sound effects to satisfy

Gunship is without doubt on awesome example of Micropose's shoving it into a space smaller than being more fun than washing the dishes. More on Gunship in Tony T's Hot Gossip page this issue in a proper "scene". Heroes for

Wargames is published by Dragon's World and costs £12.95 in hardback or £7.95 softback. You should be able to pick it up at any good book store or from Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square,

game from CRL. New? Why do we question this statement? Well, read this quote from their press release: "In the game the player controls a bat which hurls a ball against a wall of bricks. The objective being to destroy the wall and then to precede to the next levels to repeat



the task. Different coloured bricks cause the ball to react differently some bricks will send the ball off at different angles. Sounds like Breakout with frills to it. Still it's tape, £14,95 on disc, with a C64 version on the way.

■ The spring Atari Show, originally to be held in February, has been put back to April, organisers The show will now be held at the Novatel, Hammersmith, on April





■ Computer and Video Games rould like to apologise to Fano Software of Bournemouth and E & J Software of Enfield for the mistake in the advertisement on page 23 of January issue. Due to a typesetting error the address on the bottom was printed as E & J Software and should have read: Fanatic Software, 70 Western Avenue, Bournemouth, Dorset BH10 6HJ. Readers are advised that should they want to order games from Fanatic they need to send orders to the above address and NOT to E & J Software. These connected and C+VG is sorry for the inconvenience this may cause

both to the companies involved

■ Hot on the heels of the successful Red Max, now available on the Atori by the way, Code Masters





are now releasing new g new versions of current hits.

wies include Super Robin Hood for the Amstrad and White Heat, a Spectrum blaste All sell at £1.99. All this and a text adventure called Necris Dome for the 64. Code Masters are a company to watch in '87

■ Ever wonder what day it is? Here at C+VG we're lucky if we remember what month it is. I mean, here we are bringing you February's issue and it's not ever

Christmas yet. That's where Level 9's giant poster Year Planne comes in handy. It's a day by day look at the year ahead. You can mark your holidays on it, release game, or even the date when +VG hits the streets! Or you can just stick it on your wall and look at the pretty pictures. We've got five of these incredibly useful things to give away thanks to Level 9. The first five people to write in and ask for one will get one. You'll have to answer a simple question of course. That question is - which

three adventures make up Level 9's Jewels of Darkness compilation recently released by Rainbird? Answer the question, fill in the coupon and rush your entry off to Computer and Video Games. 30-32 Farringdon Lane, London EC1R 3AU. C+VG/LEVEL 9 YEAR PLANNER

COMPETITION



■Grange Hill, the computer game based on the popular BBC television series, will be released by Quicksilva during February. The plot is taken from After



New from Talecom's budget Sher renge on Parliely Ces Hiking, Rebelstor, Cavers of of Eriban on the evergreen Spiky Harold. Jivinky Goes Hiking, fort field, is a sort of cross country race for cute characters. Spectrum—is a fast, fin situatinggame in which you control a feat of crack space morines on a mission to regain control of an allowing the control of an allowing

Ill Here's a story with a moral for all programmers tempted to pinch offers peoples ideos. Garry Florida in the programmers tempted to pinch offers peoples ideos. Garry Florida in the programmer in the programm



the message on production versions of the game because Audiogenic took it off. Anyway, the moral of that story is, if you're going to put your giffniend's name on a game make sure it's an original—or you never know

■ Wire had board games being bringer in computer games — but here in a computer games — but here in a computer game in a computer with a computer moderated board game, and not a dodgy IV gaz show. Bran's realistic football fortunes — which is computer moderated board game, and not been mixed to soy the least — why he's never been mode fisigland soon manager is beyond reason. Still, now you can by your brand of becoming a

try your hand at becoming you can be specified by the specified by the specified by players take on the role of fear managers. Each manager must steer his team through the season - successfully - and use his skill to make his team stronger. Some of the apposing teams are managed by fellow players, and the rest of the team stronger. Some of the team stronger some of the heart stronger some of the team stronger some of the team stronger some of the team stronger some There are many apportunities to There are many apportunities to

follow Brian Clough's example and strengthen your team — both by landing on the correct place on the board, and by "wheeling and dealing" with your fellow players — demanding huge sums of money to lend or transfer

footballers.

The package consists of a computer cassette or disk, a playing board, five coloured counters, a pack of football playe cards, immunity cards — and a heap of mones!

Broat Clough's Football Fortunes is due for release on 14th January 1987, for most formats. Prices will be £14.95 for casselle, and £17.95 for Commodore 64, disk versions. Other formats to be covered include Amstrad PCW machines, IBM PC (and compatibles), Atani \$1 and the Apple II, princip of £24.95.



III Here are more shots of Delta by Sanxion programmer Stavros Fasoulas. It's another shoot em up in which you must bottle against the Dacoits, an unruly band of brigands who lerrorise an area of space known as Delta.

Delta will be released by halamus next month, price £9.95 in cassette and £14.95 on disk. Meanwhile here's a rundown on Stavoros, who must be Finland's top games programmer. Name: Stavros Fasoulas

Born: Helsinki 1968
Favourite food: pizzo
Favourite drink: Koskenkorv
"It's Finnish lemonode."
Favourite TV programm:
Dempsey and Makepeace
Favourite computer game

Favourite computer game:
Dropzone
Favourite music: Heavy Metal.
Bands such as Dio and Iron
Maiden.



■ Who Dares Wins is the motto of the SAS. And it should also be adopted by 15-year-old Alex Glassbrook, of Harpenden, Hests. He dared to enter the C+VG/Mikro Gen's Strike Force competition back in

September — and won.

Strike Force is the name of Mikrogen's soon to be released game based on the Special Air Services regiment and their tough training. In the game they must

training. In the game they must complete six special missions. We asked you to design the seventh and final mission.

The winner gets his scenario built into the game plus a replica of a

semi-automatic rifle.

Of the hundreds of entries,
Mikro Gen picked Alex's. He
based his mission in a nuclear
power station where mercenaries
ore planning to blow up three
reactors — unless they got £1
million.

They are holding 37 station workers hostage in the main control room. The SAS must get into the power station, kill the terrorists — without hurting the hostages — and defuse a bomb. A tough mission, we think you'll

agree.
The two runners-up — who each
get replicas of .44 Magnums are
Andrew Barroclough, 12, of
Haywards Heath, West Sussex,
and Byron Huxley, 15 of Grimsby.

MSX 2 has been creating a stir in Japan this Christmas, according to C+VG eyes in the Land of the Rising Sun, Hiroshi Ono.
Panasonic and Sony have begun selling their new machines

respectively.

Meanwhile, on the games front, software houses have been putting out product using using a super

high capacity ROM cartridge called MEWGA-ROM for MSX and MSX 2.

And, according to Hiroshi, Japanese experts predict the games market will move away from Nintendo's Entertainment System, with sales claimed of more than swen million in Japan alone, to the MSX

million in Japan alone, to the MSX 2 in the middle of the year. Panasonic's new MSX2 mochine the A1. Priced at about £115. Main RAM/64K bytes. Video RAM/128K bytes. ROM/64K bytes. Two slots. CRT output/analog RGB, video and RF.

III C+VG reviewer Lee
Braithwaith helped BBC
Radio Lancashire raise over
279,000 for the BBC Children
In Need appeal, Lee wat
sponsored by a number of top
software componies and raised
2850 during 0.24 hour computer
james playing marathon. C+VG
close lent o hand by doneting with
when a business to raise more cash
were auctioned to raise more cash

After blowing everyone away

with Firelard and the aweson

for the appeal.

twin pack featuring Uridium and Paradroid, reviewed this issue, Hewson are set to unleash Steve Turner's latest epic called - as revealed by C+VG ages ago -Ranarama, a magical mystery sorcerer's apprentice. He is the warlocks. He managed to evade capture as he had by accident You view the rooms from above with five or so to a screen. A room isn't revealed until you visit it. Once a shoot-em-up, where the nasties are continually generated to give a of power and eight types of shield easiest way to accumulate items is runes and then convert the runes

missile. It will only enrage him so he'll chase you all the harder. Spei items can also be obtained randomly in certain rooms at speil points. This adds an element of luck. The game is scheduled for release in March on the 64, Spectrum and Amstrod.

graded too. It's no good hitting a



21st CENTURY WARRIOR:

Apache: GUNSHIP



C+VG







A brilliant game that's well worth spending your Christmas pennies on.

It was raining. The neon light outside IDEAS Central flickered fitfully. Big Red was snoring soundly in the office next to shutting out the windswept world outside.

world outside.

I sat back at my desk and pulled out the Sam Cruise file. Poor old Sam. Once a top IDEAS man — now reduced to scratching a living as a private-eye in some sleary downtown area. I'd been thinking about Sam because his name had featured in headlines about the

Inflamous case of the Brute Budgie. That woman he tangled with Lana, her name was. What a nasty piece of work she turned nasty piece of work she turned out to be. And after he solved the case. Sait vehicles into thin air come say he white in the hin air come say he whiting his memory with the help of a case of the best bourno. Others reckda he's been didnapped by the "poetzum gang at butto work inside their carroller network".

gang and butto work inside their carpoiter network. Sometime else made me think about Sam in was the tape that arrived on my disk a few hours earlier. A computer tape that seemed to tell Sam's story up to the end of the Blue Budgie clues

The first thing I picked up was that Sam seemed to have developed some strange personal habits. Like doing somersaults onto dollar bills that were blowing along the city streets! I was surprised that the cops on the best didn't pick him It must have just been Sam's way of picking up cash he really needed with out making it to

RLIGHT

► MACHINE: SPECTRUM 48/128
► SUPPLIER: THE EDGE
► PRICE: £9.95
► REVIEWER: TIM

LIFE FORCE:

obvious what he was doing!

Hit-men were after him. They

He often seemed to get on the

Luckily he never got hurt badly — but his friends got fed up paying to get him out of jail. Cost a lot of dough to do that.

Dars somewhere, raum thought of that . . . The tape shows that Sam was a master of disguise — he chopped and changed,

His diguise often fooled people. But then again it often

switching lights on and off in the buildings he explored on his

People on the other end of

fuses was another of his favourite tricks.
The tape shows that Sam had

meet her. Some crooked dame He was also having real money problems and Daisy his long suffering assistant was

Something very crooked was oing on in the district where am had his office. Odd people

Sam was onto something That's probably why he disappeared. Someone wanted

would make a brilliant
computer game. Maybe I
should talk to the guys down at
Microsphere about it . . .

GRAPHICS
SOUND





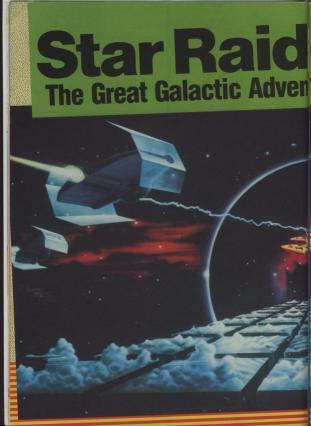












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Mail Order: 23 Pond Street, Hampstead, London NW3 2PN

MACHINE: COMMODORE 54 > SUPPLIER: ELITE > PRICE: £9.95 (CASS) £14.95

REVIEWER: LEE





MACHINE: AMSTRAD/ SPECTRUM/CBM 64 SUPPLIER: OCEAN PRICE: £7.95 (SPECTRUM), £8.96 (AMSTRAD/CBM) VERSION TESTED: AMSTRAD

Fancy a knuckle sandwich? Then try tangling with Deke the double-fisted dynamo who's 64 offering.

Deke's a sort of flying Fist. His

Dirty Deke has sabotaged the



TIME REMAINING 00.00



KNUCKLEBUSTER

up in a few short hours. But around to see what happens to

city walls. Only trouble is that he has to

the city, downturn precinct and ultimately the city walls. That means' he's got a tough task on his hands — which will

The aim of the game is to help Deke escape. But it isn't easy and at times it'll seem

impossible.
The game scrolls horizontally

Deke will also discover useful items - some which reveal mysterious words when he

picks them up. Make a note of

To find these Deke has to kick them. What he gets is displayed in a small window at the left Some objects are booby

others are tougher and take a

land Deke in more trouble Despite all the things it's got

Despite all the things it is got going for it — that music, good graphics, smooth scrolling — Knucklebusters is a strange game. It should be good — but somehow it just doesn't. And the state him is that lean't but my finger on just what's wrong! It's an action game which doesn't capture your interest

couple of hours more play things will be different? My advice is to play a friend's copy before you decide to shell out your hard earned cash — unless of course you just want to hear the neat soundtrack.



taking off from an aircraft carrier. The display then switches to the view from the









MAINS STATE

➤ MACHINE: CBM 84/SPECTRUM
➤ SUPPLIER: ODIN
➤ PRICE: 63.95
➤ VERSION TESTED: CBM 64
► REVISIONER PAIN

Hypaball was in grave danger of getting the O.B.E. — Order of the Big Elbow — within a few minutes of being loaded into the Commodore.

the Commodore.
First of all no instructions
were sent with the game. All I

sort of futuristic sports game. Secondly on the version sent to me the colours of the teams were virtually identical. It was exceedingly difficult to tell who was who. I am, however, given to understand that in versions sent to other reviewers the

However, I carried on and in the end found myself playing a highly entertaining and addictive game. It's a sort of aerial Rollerball combined wit basketball — only the basket

moves.

There are two teams in the game — Hawks and Vipers. I can either play against the can either play against the can either play against the players and you can select these from a group of dicey looking people with names such as Alex Grunt and John Machine. Each has different save legt attending, against a weight strength, against a weight strength and speed.

HAUKS MADE STU GOBULHOE UIPERS STEELE 1
SCIENT DEIN STRIKER

A complex but fun game for two. although I'm not sure whether

Once the team selection has been carried out, the scene switches to the stadium. This i divided by a central column which has a "goal" moving up and down it. The players take up there positions, either on the ground or in the air. A ball is fired into the arena and the players chase after it, pass to one another, bounce it off the sides of the arena and hopefully, shoot it into the goal.



while you'll be stuck to your computer.

REVIEWS

a particular side. They can roam around more or less at will, during the ten minute game.

The ball cannot cross from the left side to the right side of the screen because it will bounce back off the central column. It can—and often does—zoom off from the the left and reappear on the right and vice-

The ball cannot be held by any player for more than a few seconds without passing it. If he does the opposing side gets a

The other gripe about Hypaball— and it is only a minor one— is that after the team has been selected before the action starts you get a short dance routine by a group of cheer leaders. This is all right to begin with but it becomes a little horino.

The other is price. I think it could have been a little cheaper for what is basically a game with just a few screens.

> SOUND > VALUE > PLAYABILITY

XENO

Now this could have been a really nifty game if it is on troi make it scroll instead of using an irritating screen flipping technique. This slows things down and eventually becomes

Nono is basically a two-player ice-lockey game. The idea is comple. Just score goals! It can be supported by the support of th

You control a blue or red round thing which you have to fire at the white puck in such a way to make it zap down the rink and into the back of the well, it's not a net, more of goal area. You have an arrow cursor which you move around to select the direction of each shot select the direction of each shot

The time you get to set up your and the state of the stat

nekina noine



twiddle your joystick to get back into the picture. You can knock your opponent

You can knock your opponent off the puck or even attempt to "snooker" him by placing yourself between him and the puck.' So it's not all just zooming around blasting the

bit of strategy involved as well. Each game is divided into four quarters — and you can set the length of each quarter at the start of each game. You can also decide on the computer skill level if you are playing

Apart from the "flipping" screens another aspect of the game which gets a bit tiresome is the setting up each shot. Why can't you just control your player independently and guide

That would allow you get in a bit of tackling too! Xeno is a nicely presented and fairly playable game. Nothing to write home about — but at under £8,1 guess it's not bad value. Play

► GRAPHICS ► SOUND ► VALUE ► PLAYABILITY

REVIEWS (6)



Footballer of the Year allows you to play arcade-style football as well as trying to agram in your football career. at all! The Football Boot icon gets you into the game proper. There's an arcade section whi

There's an arcade section w allows you to control shots a goal — either proper goalmouth incidents or penalty shots.

You get the chance to have a shot at goal by purchasing goal cards. You begin with ten and can buy more as you go. The cost varies depending on what league you're in. If you run out you could try to get free ones by surchasing an incident card. But there's no indication if the goals you score help your team

The arcade section is fun. You have to set up your shots quickly if you're being chased by defenders. But a penalty allows you to take your time

TBALLER OF THE YEAR

MACHINE: SPECTRUM, CS4, ISTRAD, ATARI, C16+4, BBC, ECTRON SUPPLIER: GREMLIN PRICE: £7.95 (SPECTRUM/MSX

£9.96 (C84/AMSTRAD/ELECTRON/ BBC/ATARI) £6.95 (C16+4) £14.95(all discs) > VERSION TESTED: SPECTRUM - REVIEWER: TIM

"Yeah, Brian, I was sick as a parrot and over the moon at the same time. I'd been playing for Spurs in Div. One for a few games when I was transfered to scored many goals and I had a few words with the ref in our last cup match. . but Wilgan? Then I realised that my share of the transfer few would help me wanted and I'd be a proper superstay in a team like Wilgan?

superstar in a team like Wigan!
Such is the stuff of Gremlin's
Footballer of the Year, the latest
in a long line of games based or
our national winter sport. Will it
challenge Addictive's Football
Manager for the computer cup?

FOTY doesn't really set out to compete with the above mentioned classic. It's a whole different ball game — if you'll pardon the pun.
You don't play to help your

tou don't play to help your team in this game. Your only aim is to claim the Footballer o the Year title, earning as much cash and getting a good reputation as your career progresses. You start the game aged 17 with £5,000 and the whole

with £5,000 and the whole world at your Adidas clad feet You find yourself in a fourth division team—you can pick which one—and with a burning ambition to make it in division one.



The game is icon driven from a menu screen. You access the different parts of the game via an arrow cursor and the fire

button. Here's a run down of th symbols and what they do. The Globe shows you the state of affairs of your team, their position in the league table, their morale and the usual WDL-points table. The numbers show how many games your team has played—

numbers show how many games your team has played — but if you go through more than one season in a session in a session. They don't reset to the start of a new season. The number of goals you've scored and in which sort of game -cup, league etc — are also shown in another

The other teams in the league aren't indicated — so you could be top of the league but you don't know who is chasing you and how many points behind they are. This is a disappointing feature of the game and takes some of the interest away from

n the actual matches you get to play. But I suppose it comes back to the individual being more important than the team in this game. The Footballer's Head icon

The Footballer's Head icor gets you into a status screen which shows your skill rating your earnings and the league you currently play in. Status points go up and down as yo

The Scroll allows you to purchase transfer cards — oncy you've earned enough cash. Buy a card and you could be spotted by a scout from a bigger and better team. A successful transfer will bring more money and more status. Office of the successful transfer will bring more money and more status. Office of the successful transfer will bring section. Here you can buy an incident card for £200 a shot. This can lead to many things, a

incident card for £200 a shot. This can lead to many things, a win at the Casino, a transfer, free goal cards, and disasters like injuries, burglaries and lines. Sometimes nothing happens

this section are pretty good.
After the game comes the
Grandstand style teletyper
which prints out reports of the
matches you've played to
suitable tickertape sound
effects. You can speed up the
printer by holding down a key

printer by holding down a key — a good idea this as it speeds up the game. You often get a chance to play for the international squad — but I was never good enough to have a crack at an international. I did get into trouble with the ref a few times, was injured and soored some beautiful goels —

avision after a couple or seasons. You can jump right in at the top and try division one. Be careful how you use your goal cards. They are worth a set number of goal chances per match. Use them wisely and you'll be able to enjoy the

There seemed to be a couple of bugs in the version I played, seemed to be playing Oldham many more times than possible in a proper season and the teletype machine developed terminal spelling difficulties after a couple of seasons. And

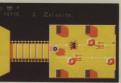
Footballer of the Year won't replace Football Manager — it adds a new dimension to computer soccer simulations. Despite its limitations it's fun to play and will appeal to all would-be soccer superstars everywhere.







C+VG



Uridium PARADRO

to success. You won't be able to

nampionship RESTLI

REVIEWER: PAUL



e. If you missed it here's a

appens.
When you've locked on to a shell droid — by bumping into our target and hitting the future to the screen changes om a overhead view of the hips' deck to a puzzle screen. There are a series of orizontal lines or wires, wided by a horizontal column, he idea is to move your little langular pulsers up and down

of piece.

If you're successful you then control the rarget droid which hould preferably be more owerful. Fail and your droid owerful. Fail and your droid urns out and the game is lost. As I've already mentioned is is essential to successfully dding the frieghter of the uge droids. Blasting away just o't enough!

roge droids. Blasting away just in't enough! However it's a good idea to ave a supply of less powerful roids around just in case you

prover all over again.

Once all the droids on one deck are incoded out the lights go out! Then fit a time so out of another infested deck to out of another infested deck to out with. But make sure you're not going from the frying pan into the fire. Make a quick sortie to dind out what rating the droids on each deck have. This is shown by numbers on their shown by numbers on their err,-chests, I suppose you'd call

them.

Paradroid isn't a game you'll solve in the first sitting. But it is one you'll keep coming back to time and time again. And

thanks to this compliation more people will get the chance to

DON'T for get to check out the terrific Paradroid loading screen — it's a killer! This package is brilliant value mpilation for the 64 this side





► MACHINE: C64, AMSTRAD ► SUPPLIER: SOFTWARE INVASION ► PRICE: £8.95 ► REVIEWER: TIM















But first the full list: Zoids (Martech), Equinox (Mikro-(Electric Dreams) and Three

always hugely enjoyable. Three Weeks in Paradise is classic

Now for my favourites.

Equinox: You begin the game with three lives. Any contact

elapse.
The unusual combination of

The graphics are not bad and

is pretty good.

Back to School: you are not

FIVE STAR GAMES

package is Beau Jolly's Five Star Games featuring five hits form 1986 including the

box actually contains TWO tapes. The games are arranged as follows: Tape A has

(Mikrogen) and Who Dares Win At the heart of the galaxy

game). Amstrad Zoids is an

Finding Herbert and Wilma is easy but freeing them is far

It is unlikely that Spindizzy first time round but just in case. . . here goes. IT was one of

Equinox is the the second Milcro-Gen game on this compilation. The action takes

The enemy comes at you with



rain test.
Next its Attack of the Mutan
amels 2. I'm sure all of you
amember AMC 1, well this or
the same — but it's been







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C+VG

reaches the computer.
His muscle-bound form takes

nportant - and this could well

dodgy. Even the fact that HeMan has acquired a body

surrounding our hero doesn't But take a deep breath and

OK, so it may only be another

ladders game, but it somehow has a real atmosphere. You are HeMan, battling as usual the evil Skeletor and

from one of the many stone towers of Castle Greyskull. Only his magic can help you destroy

attempting to destroy the

The game sets you the task of freeing the little wizard Orko

To get through the game you

for the spell.

The game begins outside
Castle Grayskull — HeMan has can really get down to the task of freeing Orko and getting rid of the stone. This serves as a training

shimmering patches scattered around — these give your Sword of Power more power to

into things you need. On the

fights his way through the opening hazards.

Then it's into the castle where









A Masters of the Universe is good platform game which manages to capture the spirit of the original characters.

IMPOSSABALL

STERS OF THE







Masters of the Universe is a sol

end your career as the world's toughest character. Just think of all the royalties you'll lose if you let them kill you off. The castle is packed with

platforms, some moving, most static, as well as all those enemies. There are hidden doors to be opened by moving

US Gold says that the 64 and

add that the 64 music is pretty

and see . Masters of the Universe is a capture the spirit of the original



▲ Monster — friend or fae?

a column. The column is safe to touch, but touching the spikes causes instant death. Plasma Fields: These can be either stationary or moving and either stationary or moving the either on the floor or ceiling. When they are flashing they will give you some cust a time if then stop flashing and become deadly.

MACHIVE: SPECTHUM: AMSTRAD SUPPLIER: STREETWISE PRICE: 88.95 (TAPE), £14.95 (AMSTRAD DISK) VERSION TESTED: SPECTRUM REVIEWER: TIM

KAT

C+VG



Core: D High-Score: 170

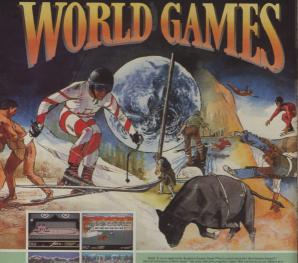








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Magint. No year or super-out the Massians in Number Garnet. "No tel second mar perfect 10s in Number Garnet in 17, dot over preferences in Micros Garnet", "Now weaks field down competition's spinors. Well, just how far are you editing to go to year or the best." Over 20,000 rather sound reasonable."

In Bind Games," you'll ving your way around the globe healing the parts off foreigness in eight international exects, each one authorate is as country of ongs, I will see exemble, exode locales as you travel the world circuit. Why you'll exec have your or on-armen long point in comedi your way.

The exempt the Changian foreign.

one werefiler Amp harmle in Germany And pump brany time in Ryuda.

Next, It's off is Scotland for the cuber time. Canada, for the near improvible log rell. France, to ske the Staken.

If at lost, the U.S. of A. to rele the meaneral half in the stakes.

(of leaf, the U.S. of M. to mich the measured half in the states.)

This, then we actively not diplication for the greatest is, are you made to go the distance?

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types, Red and Black Barons

The screen display shows a

you're protecting. It's a good idea to position yourself a little

The Spectrum version has There are several skill levels

without anything to blow things Deep Strike is a playable and

shoot-'em-up. You may have seen this sort of game before but never with the sort of

There are big, filled in jets and telicopters to fire at together asking for a burst of machine

Your mission is to take your fighter on a search and destroy

Hindering you are the aircraft



flow by enemy pilots - two

pretty basic flying shoot-'em-up

The sound leaves a lot to be

You track down the cloaking

▲ It's the solid graphics that make X-29

one of these out. Once they've

The solid graphics are the nice

At £2.99 X-29 is pretty good

encampments as you fly toward

The landscape includes pretty

You'll come across barrage







BOULDERDASH CONSTRUCTION

Construction Kit (BCK) which allows you to create your OWN

BCK allows you to edit or

mazes. You can build one of

already exits. You can create fiendishly difficult ones for your ones for people like the Ed.

To make your own screens,

the following: Boulders: Boulders fall when

Diamonds: The object of the game. For those who don't specified amount of diamonds from each screen and then

escape through the flashing Enchanted Wall: One of the Wall: Pretty obvius. Can be

destroyed by explosions.

idols can't move, but you must Dirt: Just used as a filler Fireflies: These nasty

creatures will kill you on contact, and are good for guarding jewels. However, they move in a predictable fashion. Butterflies: These guys will

pressure of amoeba. Amoeba: This stuff lives on screen. If it makes contact with through it and will turn into boulders if it reaches the 200

Slime: Acts like a permiable wall. Will let boulders and jewel

Hidden Exit Door: Looks like a wall, very sneaky. Entrances and Exits: The

Once you've created your screen, you may save if for later use. To make up an entire game you need to design 16 screens the simple on screen

For those of you who don't



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TIC FO

the fast action of either game though. Articlax is much more of a strategic game despite the odd bit of zapping you get involved with.

You find yourself in charge of Articfox — an armoured and beweaponed polar terrain attack vehicle. Your mission is to wipe out the alien infestation

turning the atmosphere into something they like to breath but is deadly to humans.

smithereens. It isn't easy. The aliens have loads of tanks — heavy and light — aircraft, rocket launchers, floating mines — the list goes on. Articfox is armed with rockets and shells and mines — but the supply is, or course, limited. Your instrumentation

includes a neat rear view

which adds another dimension to the game. There are several levels to play at. Training, Beginners and, the real test, Tournament. Training is like a briefing session for the mission in which

session for the mission in whic you get used to controlling Articfox.

Prior to this you can call up a review of the enemy forces ranged against you — pictures complete with a text

The screen display is a mix of





MACHINES: SPECTRUM/
AMSTRAD/64

SUPPLIER: THE EDGE
PRICE: E7.95 (SPECTRUM) £9.95
(GG4/AMSTRAD
VERSION tosted: SPECTRUM
REVIEWER: TIM



installations/hills are drawn in vector style. You can actually drive your Articfox up and over some hills — and fog descends when you reach higher ground it's a good idea to check out the hills as you may find a rada station or rocket employment.

Watch out for the enemy jets
they bomb you mercilessly.
Use the radar map to check out
your progress and to get early
warning of enemy attacks from
the air and on the ground, and
watch out for creases. These

If you find yourself under sustained attack you can always "dig in". That means hiding in a hole in the snow, stupid! But there's no guarantee the alien

there's no guarantee the alien attackers will go away... At the end of each sesion you get a status report on your mission. It tells you what you destroyed how much among

Initially I found Articfox very slow. But it's one of those games that creeps up and grab you without you noticing. I found myself sneaking back to the Commodore for just one more crack at those aliens. I

found it more playable that Skyfox in fact. Sound is extremeley limited. Just whooshes and explosions

overall atmosphere.
Don't expect fast and furious action. But DO expect to enjoy playing the game!



CORE 0043500 LIVES ♥

A It's hopolong Lee, master of the country dancel

► MACHINE: SPECTRUM, C64/128 AMSTRAD ► SUPPLIER: IMAGINE ► PRICE: £7.95 (SPEC) £8.95/

PRICE: £7.95 (SPEC) £8.95/ £12.95 (C54/128) £8.95/£14.95 (AMSTRAD) VERSION TESTED: C64/128 REVIEWER: TIM

Martial arts mania lives on — and imagine have come up with yet another ninig agme in the shape of this conversion of a Taito coin-op. I must confess I've never come across this in the arcades.

Legend is a mixture of Yie Ar.

King Fu and Kung Fu Master.

It's a scrolling "quest" through forests and castles.

Kage is the name of the hero

who has to rescue the kidnapped princess (yawn). He has to fight his way through regiments of ninja' wizards, sword masters and

To progress from stage to stage you must kill of a set number of opponents. To escape the first forest section. Kage has to kill the Red Wizard in order to get through to the next stage. To make the Red Wizard appear he must wipe out four Biue Wizards, to make the Biue Wizards appear he must kill four Red Nininis— and

Kage can perform amazing ninja leaps — just like in the martial arts movies. He can hid in trees and jump overs his attackers firing deadly stars. At well as the stars Kage has his trusty sword to beat off the Dragon Lord's minions.

HI 000000

It's a sort of king-fu shoot 'em up really. There's no Fist type kicking and punching ivolved here.

The scrolling is smooth — but the spirmtion of the above.

trie animation of the characters is simply naff. Kage and the rest of the people he comes across look as if they are hopping about on one leg. Too much saki the night before perhaps. The joystick resonnee is a bit

The joystick response is a bit alow too — I often found myself furiously trying to duck a flying star or swing my sword and nothing happened. Tried the game with two different sticks

Music and sound effects aren't really up to scratch for the 64 either. A tinny little tune at the beginning and a few dodgy spot effects. Could this game have been rushed out for Christmas and not finished properly?

Having said all that the game is pretty playable. There's lots of action to be had. A couple of hints — watch out for the "prayer wheel" a flashing object hidden away in the branches of trees. Collect it without being killed and it acts like a smart bornb — wiping out attackers in your immediate

As short type of the transport of transport of

Wizards breath fire — kill them from a distance with your stars after they've sent a withering flame at you.

Does it have that all important lestability factor? Not really, my guess is that once you've rescued the princess you won't be coming back for a second





nippley-nop



meter. You get three falls for each life.

is a bit jerky — but as you really don't need to move to the sides of the screen too often this doesn't really take anything away from the game. Succeed in completing a level and Lee lifts his arms above his head and shouts "Guts!" in a little speech bubble.

the characters are big and well animated — although the graphics look nothing like the screen shots on the packaging Why? Because The Edge have been sneeky and printed pictures of the arcade machinican't wait to see if the C64 and Ainstrad versions match to

► GRAPHICS ► SOUND ► VALUE ► PLAYABILITY



A He's mean and moody — but he does walk funny

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Rolls Royce engine in flumes. Car back your boost and thouttle. His the extinguisher before the

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ANNALS OF ROME

The best way to describe the

player must control the careers expanding the city's rule.
This is not a case of separate

written about this game. Over such a timespan individual

The play of even three or four

THE REPUBLIC



actually explain which keys to



LEGIONS OF DEATH

If enemy ships are met they

They were opposed by the

and after a bitter struggle won

really begun to exist.

used to build war galeys.

These were mighty ramming

vessels crewed by rowers, from

even larger ships.
This can be a two-player ame, or the player can take the

-I spent most of my first game The player decides the victo

The game is driven by a set of

Legions of Death takes a

Just one small point — why

GALLIPOLI

By early 1915 there was

The idea was to force the

Unfortunately the Turks were

Unfortunately, whereas the

The Turks and Allies fought

d difficult terrain of the

Yes, you've got the idea. You round into the rear and capture







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TOUR OF DUTY

EUROPE ABLAZE

The Strategic Studies Group

The program offers three

In theory up to twelve people

All he can then do is watch

Unless the commander asks

The subordinate command

are the graphics, which are very

Germany 1985 is a game

ersionary targets, check up

commanding the British defences in the Battle of Britain.



takes more than an hour to play

through a game "day" computer and use a pencil and

GERMANY 85

how a game with a title like this got to be a new release in 1986. wasn't! It was written in 1983 by

Germany 1985 is a corps-



A TOTAL STREET DESTROYER

It is a mark of the destroyer's

depending on the threat.

to bring down every aircraft in

The scenario I was mo unfortunately when detected

Also, the graphics are small compensation for the lack of

ships which nothing, including my own view from the bridge,

real case of a destroyer on

This is a fast, lively game with good graphics, but I had been



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- heir interface a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.
- estore our World stop the invasion, but do it <u>now</u>, for as the exchange accelerates, the time window grows larger – domination is a hand!

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Set in what looks like a typical

w Ten-pin bowling

your first screen is a close-up of the dart board. This is where

one of the guys in the office, we discovered that if you are the

game — namely Superstar Ping Pong. The game will not be

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The Character Editor.







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Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a

screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skillful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features; a enter our prize compensor described below, hit me rayourne exploit characters have been resourced, rogeriter with average and creeping polsonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. Can YOU complete Repton 3?

PRIZE COMPETITION

If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with T-shirts, mugs, badges and pens for runners-up.

00 01



ACORNS F

The screen pictures above show the BBC Micro version of

Dept. R14, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453.

CAVERNS OF ERIBAN

The graphics are crude, there

like any type of game then, I can assure you, you'll hate this. If you have friends who keep

If I'm to play this again it will

PHANTOMAS

Code Masters must be using

The gameplay in both is very

Phantomas who comes from a far away galaxy. His only abilities are to rob and plunder

As Phantomas you must find

To help you in parts of the

This is a good game but it is too much like Vampire. Let's hope they can find a new set of aphics to use in the next

ZUB

quite a few platforms down at

It does not take long to get thing happens again, and again

The idea of the game is to travel from Zub 1 to Zub 10. steal the green eyeball of Zub and return with it to Zub 1. To travel between Zubs 1 to

10 you have to negotiate the At the top you can use the

This may not be the best to come from Binary Design - 180 is their best to date - but it is

SURVIVORS

1986 is going to be remembered for two things

udget titles account for over

damaged in the recent nuclear war. To help you on your way

wrong earth, boulders can fall and prevent further progress.

VAMPIRE

I would recommend this title

space warrior. Your task is to search earth in the year 2987 to

When you find Count Dracula



Vampire is a slightly abov verage arcade adventure

PRO GOLF

If you're getting bored waiting

reply.

There are two courses in the game which can be loaded from either side of the tape. These Sunningdale (England) and Pebble Beach (U.S.A),

Up to four people can play at match is chosen, you play four



computer will decide a play-off If you are not ready for a long

This must be the best game to

The only thing I dislike is not having a Pitching I dislike is not having a Pitching Wedge in amongst the selection of clubs. I'm off for another round!

KINGS KEEP

This game will keep all Spellbound lovers happy, It has

The graphics are average and

game comes to a sudden end. The playing area does not seem





DEFCOM

MACHINE: SPECTRUM/084/
AMSTRAD

SUPPLIER: QUICKSILVA

PRICE: E8.95

VERSION TESTED, SPECTRUM

This is one of those games that probably started with a probably started with a programmer coming up with a nice routine and then trying to build an entire game around it. In this case the routine is the incely animated space ships which zoom in and out of the screen at great speed. Trouble is the rest of the game just doesn't match up to the

The game is based around an alien take-over of Uncle Ronnie's current favourite toy—the so called Star Wars defence system. The aliens are using the system to attack earth—turning the atom weapons on suddenly defenceless cities. Your job is to take off in your second hand space ship and defeat the aliens he will be the second than the space of the second hand space ship and defeat the aliens he will be second to the second than the second that the second than the second than the second than the second tha



their ships and blowing up the possessed defence satellites. You can earn different weapons by blasting aliens. The was a silver and the same and th

the ability to stay awake for the duration.
You also have to "turn-or" windows containing your score and the essential VDU message readouts. Cutie why they aren't there to start with is a mystery as you need to see the messages and score. Playing the game with them turned off

the game with them turned off just leaves a pretty empty screen full of the nicely zooming space craft. You are supposed to navigate

yourself around above the earth—represented by a crude revolving "half-moon" shape at the bottom of the screen. But support the bottom of the screen. But support the screen was the screen with the screen of movement—there are no stars—you have to rely on the map to discover where you are. This is called up from the menu—which you keep having to call up in order to change weapons. This holds to change weapons. This holds

Defcom, from Binary Design, the people who brought you the disappointing Max Headroom game, is dull and uninspired. It wouldn't be much of a bargain at a budget price — but at £8.95, it's something of a rip-off.

► SOUND ► VALUE ► PLAYABI

GLIDER RIDER

MACHINE: C84

SUPPLIER: QUICKSILV

PRICE: £9.95

REVIEWER: CHRIS

Glider Rider is Quicksilva's latest but unfortunatly-not greatest release. The game is terrible in all respects except sound.
Gilder Rider is not the sort of

Gilder Rider is not the sort of ame that your average Commodore owner likes to spend their hard earned on. The game is slow, graphically minute, and almost completely

The plot of the game is good. lestroy ten mini power station and rendezvous with an enwaiting submarine. Real lames Bond style stuff. But when you play, the only londish bit is the fact that your notor-bike turns into a hang-

manoeuvre, you can change

your bike into a glider which floats around the screens. That is until it gets hit by a really blocky laser, the kind you used

to see on ZX81 games.
You have nine grenades with
you, which you must use to
destroy the reactors. As there
are ten of these you must
obviously collect more ammo
from the somewhere on the

After several hours play (four in all), I didn't discover anything new about the game. It didn't pull me in or even slightly excite me. The game is a no no.

The only good thing was the

The only good thing was the music, which kept pounding away, it seems a shame to waste such a good soundtrack on such a naff game.
The main display is the

If he main display is the island. An island apparently made entirely of plastic so it's not detectable by radar. I've read some silly plots in my time, but this one...
You drive your bike around

various hills, roads and fores passing by lasers which gree you by putting yet another he in your head, too many holes and you die, ending up as a t bacon flavour crish

One thing that gets me is you are notly throw grenades from the glider, making the power stations almost impossible to hit. Would it not be simpler and more realistic if you could

throw them whilst on the bike When you finish the game, you connect your bike engine the glider and sail away. Ha! You show me someone who can do that in about 20 minute let alone 20 exconds.

A rather poor game if ever I saw one. I thought it was goin to be good after reading the plot, but was disappointed.
Don't make the same mistake.



THEY CALL ME

MACHINE: SPECTRUM 128

METERS OF SUPPLIER: CRL

PRICE: £9.95

This is one of the few new games written exclusively for the Spectrum 128. But don't get too excited. This sprawling arcade adventure won't be making 48K machine owners jealous. In fact they might be olad that they sturk with their

regular machine. Trooper takes an absolute age to load and when it's dont you end up wondering why bothered to take the time anyway. It doesn't appear to take advantage of the 128's extra capabilities — not even the superior sound.

Here's a quick look at the plo You play the part of the one they call trooper. Your mission is to escape the planet where earth politicians captured by treacherous aliens, have been transformed into killers by a

You have to find a way off the planet by battling your way cross it, finding useful objects

bit of unarmed combat as well,
If you've seen Asterix you'll
remember how a little window
appears when you encounter a
Roman soldier and you have to
indulge in a bit of Fist type
numbing and kirking

This is what happens here except the whole screen changes and presents you with an enlarged view of your trooper and his opponent. If you're in two player mode you

Once you've KO'd the enemy it's back to exploring the planet. But climbing isn't easy despite the instructions which tell you that by simply moving against a low stone you'll be able to climb it. | Louldn't make

You can pick up things like a gun, rope — useful for climbing higher cliffs — and stones to build steps.

apart from the "close-up"
jight screens. And sound —
well, I can't recall actually
tearing any.

Trooper isn't a game that will make you want to rush out and get a 128 for. Save your cash and get hold of CRL's Academy—it shows they are capable of MUCH better things.



ATARI SMASH HITS 6 MACHINE: ATARI SUPPLIER: ENGLISH SOFTWARE

➤ PRICE: £9.95 (tape) £14.95 (disk)
➤ REVIEWER: HAKAN

Now, you may be forgiven for

Now, you may be forgiven for thinking that it wasn't long ago you saw *Smash Hits 5* which was brill. Number six isn't quite so hot. You get four games — two

English ones and two American. They are Drelbs, Fort Apocalypse, Electraglide and Time Slip The idea of Drelbs is to travel around a grid making squares to trip Trollaboars. Fort Apocalypse looks a bit like Airwolf and Blue Thunder.

Elektraglide is a fast paced racing game with lots of wierdness and a neat soundtrack. The graphics are excellent and it's fun to play. The final game, Timeslip, is

GRAPHICS 8 SOUND 7 VALUE 7 PLAYABILITY 8

SH<u>EK</u>HANA COMPUTER SERVICES ORDER BY CREDIT LINE 01-809 4843 PAPER BOY EXPLODING PIST II TABLIGHT II SUAD LINE BOAD CITY BACKER ULADER BOADE SILENT SERVICE ARTIST II REARTHOU AVENCE — TICKE II AVENCE — TICKE — TICKE II AVENCE — TICKE — TICKE II AVENCE — TICKE — TICKE — TICKE II AVENCE — TICKE — TICKE — TICKE — TICKE II AVENCE — TICKE — TICKE — TICKE — TICKE II AVENCE — TICKE — TIC **TEMPORT - 12** **TEMP MERCINARY TRIVIAL PURSUIT — DI TP. TOUNG PLAYERS — DO TP. QUESTION PACE CAUNTLET — DO EXAU WARROW — DO FOOTBALLER OF THE YEAR — DO ACCO PACES OT TANDOM OT TANDOM MARKE ARCHITE TO ACCOUNTY MARKE ARCHITE TO ACCOUNTY MARKE ARCHITE MARKE THIVIAL PORSUIT (PCW) [EXELLE OF TAXENDES — 6139 PCW TOMAGRARE (PCW) CODDESS OF PROBAS — 5139 PCW STREET FORCE HARRISE — PCW LORD OF THE ERROR — PCW BOTORIOM TITLES IN STOCK FOR 6138 AND PCW STARISTS (S Carnes) TEVIAL PURCET - DA CRAPSC ADV CREATOR FOOTBALLER OF YEAR - DI CRYSTAL CASTLE - DS DODOT GERRES REPTON 3 - D1 DISPOSSIBLE MISSION - D2 FLATT - DES

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Code-master Dave Collier and

I didn't like the long start-up sequence. It seems to take Terra Cresta is one of

Imagine's better offerings — it's demanding joystick jockey. Watch out for it.



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at you. Most of them are homing missiles — so you have to use the superior flying mines.

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means that new sources have to be located. The moons of

been drawn up Unfortunately, because he is

1,000 Earthlings as payment Rayol has enforced an embargo on deliveries to the Earth.

moving to another planet to repeat the process.

The plot is fairly unoriginal,

of your ship look like a screen shot from Codename Mat. and

There is no title, or in-game music. There is a loading

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by some one who will remain nameless, we forgot to ask readers who entered the Tolkein

competition what machine they owned. If your name is in

the list below, please write into the magazine and let us know which version of the game you requested.

R Deaper, Cumbria. Anthony Dix-Langwith, London. P Rayner, Kent. Gareth moore, Oman, Jonathon Hogg. Worcs. Simon Norton, Cheshire, Havard Saetre, norway, Niall Gilsenan, Ireland. Kate Birks. Wheffield. Paul Tregiogo, W Midlands. G J Mair, London, Shehzad Yousaf, Berks. David Cociz, Switzerland. Anthony Coyle, Aberdeen, Soh. Vegard Guldberg, Norway, Bryan Study, Hets, Jamie Dyer, Cambridge. Gawaine Davis, Kent, Simon Kent, Kevin Davies,

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> Gluseppe deo Salvo of Rome is the the game, 4 copies of cased books and a 6ft long Asterix freeze - hone it gets through the British and Gluseppe - can you read

amptonshire. Phillip Mason. Herts.

If your name is in the Barry Bowman,

Nicholas Hyde, Paul Woodley, R P Weaman, Nicholas Davies, Michael Lee Neary, Matthew Clark, Craig Jones, Peter Sorilos, Anthony Blackhurst, Jac-cy Mendoza, Kenneth Dryburgh, David Neale, Mr C F Price Justin Pearsden, James Lundy, Mrs.

Lesley Beresford. it will seem to the neighbours of G N Ward of Stockport who is the lucky Along with his Dragula video he will also receive copies of An American Werewolf in London, four Stephen and a copy of the game. The 10 runners up all get copies of the

game for their computers. Gorman, Martin Schultze. J Doio, Lawrence

Binks, Christian Barfoot, Carl Pugh, Paul man, Biertho





He explained: "A couple of

The Atari is still in use at

I asked Brian to explain Utchi Mata. "Utchi Mata is a unique game. Utchi Mata is actually a

Rucanor judo suits, if you enter our C+VG Martech/Utchi

rush it to Computer and Video Games, Utchi Mata

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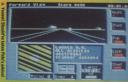




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ACAD PIRUER

Academy/Tau Ceti II is PETE COOKE'S latest smash hit. It isn't easy— and that's why the people at IDEAS Central persuaded Peter ever so nicely to bring you this exclusive players guide to the game that turns the Spectrum into a space flight simulator! Read this and space flight simulator! Read this simulator is spaced to the space flight simulator in the space flight simulator.

A s a cadet entering the Gal-Corp Academy for advanced skimmer pilots, you must

a skimmer pilots, you must complete 20 mission simulation on different inhabited and uninhabited worlds against a variety of lose. Each mission is scored on a percentage basis, a score of 90% or over qualifying as a pass.

Anyone who has grappled with Tau Cell will have an initial advantage here as many of the features have been carried across. At first getting to grips with all the weapon systems and differing keys can take a few

A good tip here is to select the key layout that you prefer and then save the game. They key layout is saved with the files so in future sessions — and I can guarantee you won't complete the game in one sitting — you can simply load in the file and your keys will all be set.

As a quick supplement to the manual, your lasers are by far the most useful weapon. Missiles are best used to keep the pressure off when the lasers are overheating and delay bombs and anti-missile missiles are really only for specialist missions.

ON THE MISSIONS
The mission information section

will give a guide to planetary conditions on each mission and explain what your objective is. A suitable skimmer is also given and it is alwasy best to follow this advice for the first few

It may not be possible to complete the nisation if you choose the wrong skimmer. For example you may need a skimme equipped with a jump unit in order to reach your objective, and there is nothing more frustrating than battling through bordes of aliens for twenty minutes only to find that a vital piece of equipment is not on

Having said that, once you realise the equipment needed for a mission it is usually far better to design a 'custom skimmer' for it. The skimmers provided are general-purpose skips and the extra 'edge' given by a purpose built design can make the difference between success and difference between success and

failure. SKIMMER DESIGN

Tips on skimmer design are really fairly straightforward. In any mission where the robots are well spread out, a compass and scanner are vital pieces of

It's also a good idea to go for the most powerful lasers and shields that you can manage. Watch out for high power steering units, some people find them a shade too sensitive and medium level is a better bet. Don't waste space with flares

or infra-red units unless you really need them. You can always wait for sunrise!

Designing the panel is a lesson

in ergonomics. They most finish in the Gal-Cary Isunch

important instruments — after the main viewscreen — are shield level and laser temperature and it's best to put them nearby so you don't have to hunt all over the screen to find them.

Tuck the less useful items like the jump unit indicator away in the corners

Finally, if the planet has a dull red or magenta sun, it's better not to go for a dazzing white or yellow panel as it makes the display that much hard to follow. ON SCORING

Each 'level' of four missions only needs an AVERAGE score of 90% to pass. This means that if you have scored 100% in the first three missions you only need 60% on the fourth to pass the

As soon as you reach that point QUIT from the mission. There's no point in going for the

There's no point in going for the full 100% across the board as the scores are not carried through to the next level.

Conversely if in one of the

early missions you can't get a score of ninety percent plus then leave it till the end, you may not

While in a mission keep an eye on the score. Each mission has an individual scoring system and the score tells you if you are on the right track. If chasing and wiping out reams of buildings is not scoring then it's probably a waste of effort.

BACK ON THE PLANET'S

SURFACE Beacons play

Beacons play a very important part here. If you see a trail of beacons leading off into the sunset, you can bet that fibere is something interesting at the end of them, so don't just black them away. If you'r feeling altraviolent then take them out on the way back to show that the area has been cleared.

s been cleared. Most missions will start and vehicle (G.L.V.), and it's worth remembering that you can always fly back and dock with the G.L.V. to re-equip.

Equally, if the mission involves a chain of jump pads then check each destination for a military or civil supply centre for fuel, the jump pads form a one-way network and it may be a long way to the next garage!

A couple of tips that also applied to Ceti are useful here . . . Since your skimmer can fire lasers in any direction it's quite possible to run like crazy while firing from the rear at any

If the mission involves docking with reactors then be VERY careful not to shoot at them.

One careless shot and the door system will close for the duration and you will not be able to callect

all the codes.

Quite often one of two
fortresses will be tucked in
between a pain of reactors. The
best approach here is to circle at a
safe distance until you can see
a safe distance until you can see
a safe line of fire.

THE DIFFERENT MISSION TYPES
The missions involve a vareity of
a different skills from the

mindless violence of H it Moves to the more strategic mission such as Protector.

In general the levels are not difficulty levels. I found some of the hardest

missions in levels two and three.

Later levels involve more specific tasks using particular tactics and strategies.

Watch out, especially in later

missions, for some of the rarer ships . . . Suppressor Droids an particularly useful. Finally, here is a list of the

missions found in each of the four levels with a rough guide of the task required . . .

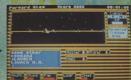
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ding a skimmer



teturn to Henry



A Data on C+	-VG skimmer Zarjaz	
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Mission: Skinner:	If it moves Lenin	Sound/
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	Progress Report	
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	View/Redefine Reus	

ning menu screen

If it moves: Straight shoot-em-up Red Dawn: Destroy the Robot Factories (You'll need delay

Meltdown: Eliminate the Reactor before it's TOO LATE! Softly, Softly: This one would be easy . . . if Gal-Corp hadn't

accidentally mined the whole area. Level II Cipher: Collect and assemble codes from nearby reactors.

At the OK Corral: One for budding John Waynes Where to Guy?: Launch to a solitary jump pad. Unfortunately

the jump network has been taken minefield. over by pirates. You can always Level V jump out of trouble here but watch your fuel. Hide and Seek: This revolves around eliminating several Solar Disc complexes. You'll need to

find a suppressor droid to complete this one. Level III Laserium: More straight ahead

blasting Hades II: Very poorly lit - infrared/flares needed. The Sands of Time: A whole

The best way is to sneak in a missile at point blank range. Mission Improbable: Collect and assemble codes. Suppressors come in handy here. Level IV

Ceti Revisited: A bit of nostalgia on Tau Ceti III. Watch your fuel

Out of the Frying Pan: Shoot-emup with a nasty welcoming

Don't Panic: Solar Discs and Reactor Complexes mean delay bombs are needed on this mission Needle in a Haystack:

Navigational skills needed, plus finding a path through a

The Coal Mine: Planet in permanent darkness so infra-re-

Paz!: No relation to any magazine! Watch out for indestructible Super Missiles Average survival time 35 seconds!! Protector: Chase the Tracker

units. A fast skimmer is needed but this mission is quite easy once you get the hang of it. The Shepherd: Find and bring network of Reactors to eliminate. back (intact!) watch towers.



Hunter Mk III

heights? If so, we're giving you the chance of becoming a Computer + Video Games high-flyer in our fantastic **Academy Competition**

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The competition is based around Academy, by Pete Cooke, follow-up to Tau Ceti. In Academy you are put into training to become one of the Gal-Corp's top Skimmer pilots. You have to pass 20 tough tests which will push your space skills to the very limit. And that's the subject of the competition — design your

own skimmer on computer. The sky is definitely not the limit for your imagination. Anything goes. Just send us the tape or a screen shot of your design to Academy Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The competition closing date is February 16th and the Chief Space Pilot's decision is final.

Don't forget to send your entry with the printed coupon. **Academy Competition**

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EVE COMPETITION (2)

pesigning the ultimate joystick is a bit like working out blue-print for the perfect mouse-trap there's always going to be someone who thinks you've

left something out!

I bet you've often moaned about joystick design and thought you could come up with something much, much

with something much, much better. Well C+VG and Euromax, the UK's leading joystick manufacturers, are about to

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entury!! When you're designing your stick you might like to take into consideration the cost of the features you'd like to see. Remember, the more extra bits you add on to your stick the more it's going to

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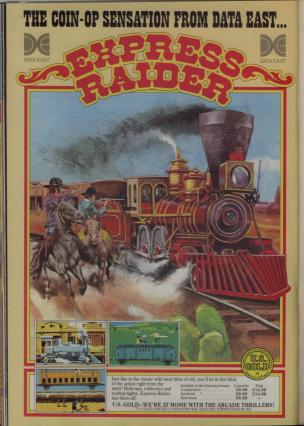
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Hi there! My name's Wayne and I'm the chairman of the Play-By-Mail Players Association (PBMPA). From this issue onwards I will be bringing you an up to date monthly report on what's happening in the big wide world of Play-By-Mail (PBM). I'll be offering you discounts on games, competitions with PBM prizes, FREE playtests in up and coming games - so YOU can tell me what you thought of them while getting to play for nothing! - plus lots, lots

or you people out there who , sorcery based? → have never heard of PBM and are wondering what it's all about I'd better explain. PBM is the world of postal gaming where it is possible for you to become anyone — or anything! From an evil necromancer, causing great disasters throughout the world via your strange arcane powers, to the captain of a starship whose sole aim is to save your galaxy from impending doom because some

alien forces wish to annihilate it. The whole hobby started off many years ago, when Chess was

the major postal game When Fantasy Role Playing (FRP) came along it wasn't long before someone realised that you could turn it into a great postal game and promptly did so.

The whole PBM scene has really taken off and at present it is one of the most rapidly expanding hobbies in the country. Now it is possible to play almost any type of game, and ou have a wide range to choose

The way to get into the hobby, (apart from reading this column!) is to flick through the pages of this magazine, where you will find many PBM companies advertising their games. Look closely at what they have to

offer. You must carefully consider what type of game will satisfy you, as there are many options. Do you want a science fiction

game or one that is sword and

Do you want a game that is run via a computer and has fixed dates by which you have to return your instructions.

Do you want to run an individual character or a team? Once you have made up your mind you send a cheque or postal order for anything between £1.50 and £10.00 to your chosen compa and sit back and await the satisfying thud of letters hitting your doormat. Believe you me when you get into postal gaming that sound

The next step is to read thoroughly through the literature sent to you several times to make sure you totally understand to what

the game is all about. If you encounter any problems most companies give you a telephone number, which you can ring for free advice. You should now have in

ur possession a rule book, a start up

sheet a copy of the latest newsletter (most good games have one) and other bits of paraphernalia which companies send you to help you on

your way. Once you are confident that you know what you are doing, complete

the start-up sheet. A couple of tips here. Make sure you give your character/team a deep and detailed background as it will give the Gamesmaster (GM) more scope to give you what you want from the game. For example you could not only give details about your character/team's height/ago/ hair colour/appearance but you could go into detail about their



beliefs/family history/attitude to life/aims/political leanings etc etc You should then keep a copy of this start up sheet for later reference and return the original to

the GM After about a week you should receive your "turn sheet" and detailed information of your

starting position, rumours of incidents and happenings that you may care to investigate, plus additional info which your character/team may have noticed or It is then time for you to use y

skills as a player to explore the unknown, to develop your character/team — and most important of all, survive!! Once you have entered your

comments and ideas on the turn sheet, you return it to the GM and lo and behold you have then completed your first

turn. At a later date, usually about a week the GM or the computer then examines your turns and using either their imagination, dice or programs (in some cases all three!) returns them to you in a manner

that should be full of atmospheric description and detail This process is repeated and you then develop and expand your character/team, hopefully becoming more powerful and famous - or infamous. A point worth noting is that when you pay for your start up package, you normally are credited with some free turns. Once you have played your way through these you can

expect to pay between £1.00 and £3.00 per turn, depending on the type of game you are playing. I personally find that if I set out from the begining with an objective in mind, it helps a great deal. You could, for example, aim to be the most evil/good player, the richest team in a game, the most magical or most immaginative character; the list is endless

One thing that I have yet to mment on is the social side of PBM. A lot of the games have meets" all over the country, where players gather together (usually in a local hostelry!) and swap information and ideas. You get to learn a lot of useful information and also get to make a lot of friends

Talking of making friends, it is possible to do this withou attending "meets". What happens is that your character/team may meet another character/team in a game, which is of course run by another player.

When you send your turn sheet in, it is also possible to write a message to the player who runs the character/team that you have met. This way a lot of people write to each other and if they have the same aims in the game they usually

You then realise that the method of swapping information via the GM is a bit slow, so usually a player sends the other player their name and address and the contact each other via the more spe dier Post Office

I have made many frien 's, male and female, from all over the world and now write to them on a regular





This is Britain's - and probably the world's biggests PBM convention. It is being held on February 7th at the Porchester Centre, Queensway, London, W2, between 10 a.m. and 5 p.m. Here you will get the opportunity to meeting ALL the major PBM companies and chat to them about their games. You will be able to get large discounts off start up packages, free advice, and most importantly of all, the chance to meet the players and see what THEY think of certain games. Last year 500 players turned up at the convention and had a great time. This year we believe the attendance will be over 1500. The convention has expanded and, to date, I can confirm that 25 of the most

Can you rescue a merchant's kidnapped son from a real live team of Ores? To give you a full rundown on what, where and how you get involved the Labyrinthe will be bringing many fighters, dressed in armour, who will stage cnertaining live bantles and give swords and the like. Want to know more? then come to the convention and visit their large stand.

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convention as well as find out what it offers. It costs £5.00 to join and you get a badge, membership card and quarterly newsletter, as well as reduced start-up fees for certain games. Also, if you are having problems with a particular game you can write to us and we will do our best to sort out your difficulties, thanks to our expertise and many contacts in the PBM.

scene. All that and a licensed bar too...

Top level negotiations are also taking place to secure the appearance of London's only Heavy Metal record shop as well as one of the countries leading artists who will be available to draw your feworitie PBM character for

FREE!

As you can see it is going to be a big day and C+VG will make it even bigger. The standard entry price at the convention is £1.50. But if you cut out the special C+VG coupon, above, you'll be able to get in for £1.00!! Remember to come early as people will be attending from all over the country and there is a real possibility of a

WAYNE'S WONDER OFFER I have managed to obtain half a dozen free playtests in a brand new fartney game and I require six readers to act as playtesters. The first six readers to act as playtesters. The most original name for a new PBM game that is based around brave barbarians, mystic magic users, cunning electrics and write to me via C+VG will be set up in the game AND plays a couple of rounds for

sell-out

Send your ideas to Computer + Video Games, Play By Mail Competition. Priory Court, 30-32 Farringdon Lane, London EC1R

Also if players out there have any problems, enquries or queries with PBM companies or games, write to me via C+VG and let me know. I will do may best to reply in this column. In the meantime I hope to see you at The Second British PBM convention.



UT THIS TICKET OUT



Here we proudly present the first report form the frontline, C+VG's Game Master DAVID BOLTON brings you news of the battle to dominate

Dexet. I'm writing this in early November. There has been a very good response to C+VG's PBM. with over 450 applications. There are 26

games on the go now, with three more about to start. The computer has a capacity for a lat more players yet, so if you want to try PBM for the

first time. fill in the coupon below. The rulebook and first two turns are FREE, after that turns cast 90a each. There are some vacant positions, so if you want to start in a game immediately rather

than wait for the next game start, out the word "substitute" on the coupon. I won't start anyone into a game that has reached turn 10, but before that new players

have as good a chance of winning as existing If you are applying for a 7, 10 or 12 day game. PLEASE include your postcode in your

I WANT TO RULE THE WORLD! SEND ME A DOMINATION BUILFROOK INSTANTIVE

Desired turn ground time (ring number) 7, 10, 12, 14 or 21. Send this coupon to: Domination/Casus Belli, PO Bax 11. Carrickferaus, County Antrim, 8T38 7TH. N. Ireland. DON'T FORGET YOUR POST

address. It seems the past office delivers non-aastcade mail 2nd class, even if stamp first class and several players have missed deadlines by an much as five days!

GAME RESULTS In the first 16 games, after turn one, there were three evenly matched players with 62 Victory Game 10, David Horne

Game 12, A. Sinclair Game 14, John Twycross As there is no overall leader, I've shared the first/second prizes and given each of these four free turns. C+VG will pass on the Big Red

Here is an interesting fact. In one game (23) there are players from Finland, England, Wales, Channel Isles, France, Norway, Tu Holland, Denmark and N. Ireland! Game 27.

shortly to start, will be made of 16 non-UK Coming into December there will be delays the cost. So I will extend deadlines over Christmas. Details will be given with your

game, so read the messages. Some players have sent in a few suggestion for exra features for Domination, and one I have added is a new option allowing cities you wn to be renamed. By the time you read this. all games will have the new option: Numbe

This goes 11, city number, New City Name, Example: 11.2 TIMMETCALF The idea for that action come from D.C. Lane, who also gave me a list of 60 new city names and wan himself two free turns. welcome ideas for expanding Domination and will give away free turns for them, but ONLY for the best

No more than 10 characters in the name please, and remember you can only read cities that you own, using letters A-Z,o-z, 0-9

C+VG'S PLAY BY MAIL GAME - DOMINATION - THE FIRST REPORT

COMPETITION This is open to any C+VG reader whethe

playing in Domination or not. I am about to develop the next PBM games and an interested in ideas that are different fro space or fantasy exploration or D&D. The best idea will get both a free game of Domination and the new game, if the idea is fully developed into a PBM.

The next best idea will get 15 free turns in Domination. I will give free turns for ideas that can be incorporated into PBM games as well, so if you fancy yourself as a PBM designer then write num Please send on SAE if you want ideas

returned Mark envelopes COMPETITION and send

to the address on the coupon, not C+VG. DON'T include the coupon unless you are applying to join Domination.

WHAT'S IT ALL ABOUT? If you are a new reader, or missed the November issue of C+VG then you might be puzzled by the references to PBM. It stands for Play By Mail'. PBM games are games that are played by post and tend to be strategy games, a little like the board games Risk or Diplomacy. When you apply to join a PBM game, you get a rulebook and a start position. You then

house to fill your orders in on on order sheet and return this to the umpire who types them in to a computer On a certain date the computer processes all of the orders. The results and new order

sheets are then posted back to the player. This continues until the player is knocked out or the game finishes. Each turn is usually two weeks long, though there are faster and slower games, varying

from 7-21 days/turn. As the orders have to get from computer to player and back in one tu there is sometimes only a couple of days to work out your orders. Diplomacy and alliances are usually very

include messages to other players with their orders and these are forwarded on with the next turns' results. It is possible to ally with other players and agree not to fight, or even worse gang up on

You don't need a computer to play in PBM mes, though sometimes they have their uses. One player printed a copy of his main map on a computer and sent this to his allies. The only thing you really need to play in PBM games is

a budget of about £2.00 per month C+VG launched Domination (Casus Belli is lovember. It is a grand strategy game whe 16 players try to knock each other out and become the first to hold 20 cities for three turns. As you capture cities, more production

power is gained and this is used to build new armies and ships, or invest in research and development to give an edge over other

players in a fight. Domination was designed with PBM novices in mind, and only has five types of order and 11 types of optional orders. The youngest player that I know of is 14, but I wouldn't be surprised to find someone younger in one of the games. Perhaps players could write their ones on the next order sheet and I will publish the results

The next report will carry more game details, when there'll be a lot more action to report. So stay tuned to News From The Dexet some

magazine, next





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GOLDEN JOYSTICK

AWARDS

It's time for the computer game equivalent of the Decars note more! Yes, for the fifty ear in succession we're asking YUI the lyard C.-VE reader to vote for our coveted Golden Joystick Awards. These now traditional awards go to the software houses and programmers who YUU recken deserve them. Look hack at your software collection and work out which game is the best from 86. Which company do you think deserves the software house of the year little? Which programmer has impressed you enough during 86 to win your vote for Programmer of the Year? And when you was a young the soft was the software to the software to the software the software to the software to the software the software to the software th

	new one for this year — but the regular c people to send their vote form in will get — so get your entry in today. And remem	the nick of the C+VG software cuphoard
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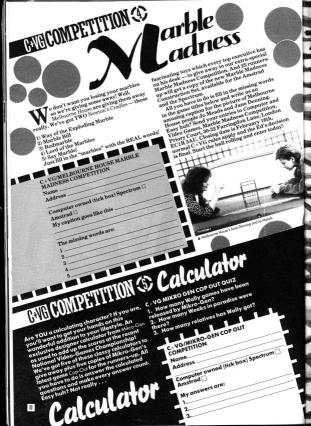
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Digitising images onto your computer used to be difficult and expensive. Ou pixelated man in America, Marshal M Rosenthal, shows you just how easy, and cheap, it really is.

pulso



Here's Jill waiting to find mission control . .



Hey! Here comes the control desk . . .

We've all seen those great looking digitised images on television and in films. Why should we be denied the right to make them ourselves? "Okay",

e right to make them ourselved "Okay", us say, "that's all well and good, but who us the money to spend for one off those spensive graphic computers." True, you achine, but why bother when you can do if for a lot, inc less? In the article on Space Camp last issue,

on the article of Space Camp use issue, Geog. Jill, Liz, Duvid, Todd and Chris talked about their experiences on the various simulators and weightless devices.

were created using a digitiser. How? Read on, brothers and sisters... It starts by loading a single-lens reflex care with side film. Everybody took turns getting in front of a plain paper background, and acting out some of their

flash "freezes" all movement. Balancing on stools simulates "floating"

in space, while jumping becomes "weightlessness." The slides are developed and the

technical fun begins.

A Dig-View digitizer is attached to the parallel port of an Amiga computer.

This device receiver a signal force a black and white video camera (Panasonic WV-140), which gives the high-resolution image necessary. There filters tred, but and green) are included and are used to produce the colors image.

Since each filter requires its own scanning time of about 10 seconds, you can't easily use a "live" model. That's why slides are a good way to work with "live"

subjects.

The computer image appears after each scan, so the camera is first attached to the composite port of the Amiga monitor.

composite port of the Amiga monitor.

The black and white video picture can now be centred and focused. Another way do this is by attaching the camera to a

The camera needs to be on a solid

regular TV

support to avoid vibrations, a tripod was

The siries were placed in a projector and aimed onto a rear view daylight screen. The picture appears normally on the frient of the screen, having been bounced off the back with a mirror. The image will also be brighter than projecting onto a wall.

screen, the video camera can be moved back and forth without worrying about casting a shadow.

When it looked good, the camera cable

The lights were killed to prevent glare and the Digi-View software set in motion. Three exposures had to be made, one through each of the coloured filters (which are held in front of the camera and retated.

The scan appears on the screen and takes less than 30 seconds.

After all three are done, you have the choice of seeing the digitised picture in

choice of seeing the digitised picture in 4,096 colours. The image was saved. Now we were

ready to lead Delucer'ant and put our digitized image onto the electronic carwas. The background was removed so that it didn't get in the way. Magnify and draw as outline around what you want and then blot out everything else with the fill command.

modify the picture and do all kinds of things to it, like changing the size or rotating it. Now it's time to head for outer space. In this case, it will be arrivork drawn by Mitchell Wacman and Dellin Barral. Both are 19, and studying to be carrioon artists, or the School of Warnel Lers, to Now York

of sky and space that the Space Camp kids have talked about.
Then the digitised picture is dropped into pince, like it was part of a paper collage faithough no collage allows so much

Mitch and Delfin magnify and work on e digitised picture so that it blends in with eir artwork. The result is that Jill is



At last, windows. Let's see if these controls work



Yeah! Got something, But it isn't Miami Vice

rocketing between the stars in a jet-pack, while Greg and David try to fix the jammed cargo doors of their Space Shuttle Shooting slides and combining them with

artwork is just one way to do digitisation. a copy stand and focused on line-art or pictures from magazines. Or aimed out the window, even at the computer itself.

A black and white image can be white (using the red filter), let someone hold

still and pose When making the exposures for the 3-D screen - BUT DON'T USE ANY FILTER IN FRONT OF THE CAMERA!! Then digitise with the Green setting, and again no filter. The camera is moved laterally just a few inches between exposures (you

should be again aimed at the object(s). The result will be a picture that's slightly askew, and crazy looking. But put on a pair of red blue glasses and WOW!

But what about those without an Amiga. What's wrong with the 8-bit machines? Nothing at all, because you can digitise in

black and white here too. In these cases, use Computereres with your Atari or Commodore 64. The interface simply plugs into the

computer (the two joystick ports of the Atari or the user port of the Commodore64) and comes with the software to do exciting The procedure here is even simpler than it was for colour. There's only one scan, and

it is short enough to be used with a live

Aim the camera at the subject to be digitised (remember to plug it into the

Run the software and adjust the sync stop. Then set the brightness by rotating to use a monitor or TV to do this watch the image appear after about six

Those really adventurous can go to Graphics nine on the Atari, which creates a picture with 16 levels of grey. It takes person to hold still long enough.

like a video-cassette player or a laster-disc When you're satisfied, save the image to

loaded into most painting programs and played around with and coloured. include the image with the Print Shop,

(Commodore 64 only, the Atari digitised compatible formats in working with a digitised image in

colour selection. For Space Camp, the people were loaded first as Brushes, and You can also use the Remap feature to match up any picture with a previous one. especially as flesh tones create a lot of

orange and red tones. Of course, you can alter colours that aren't important (usually black and white). Taste will tell. an image out from its background, turning it into a movable output, sort of like a

Here's how: Let's say we have a digitised picture of a triped. Draw around it with the background colour, using the Zoom feature you press the right mouse button (black

When done, you now have just the image you want outlined. Select the Brush feature and make a rectangle around the image Continued on page 85

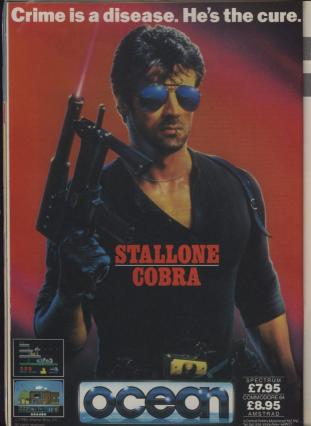


Whoops! I must have touched the wrong button









pulsating pixels



w level scan of Michelle



our-level sco



Eight level sca



High contrast scan



To sever Atan graphic scan

Pick up the image and then choose the Object mode in the Colour menu. This makes the background Oblack) disappear. The image is now free of anything outside of what was outlined, and can be dropped on top of another picture without disturbing

asything.
Digitisation certainly does look neat.
The best thing about it is that you don't need a lot of equipment, or nechnical knowledge to be able to do it. Just some inexpensive hardware, a camera and the desire to have fin.

desire to have fun.
Author's bir-Marshal M. Rosenthal is a
photographer hased in New York. He also
writes for a number of desired and
overseas publications on tigate dualing with
computers. Why and hash periodogy.

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Do it yourself digitising doesn't dome chasp.
These pixel pulverising packages start at around £60 and cost up to £000, depending on what computer you have.
But the Americans DON'T dominate the

But the Americans DON'T dominate the market. We Beits are very much in the picture too.

The Watfird BBO Vigitier is generally reckned to be also of the groot uphisticated around. Anglat 15% is to the groots budly

redomed to be use of the most suphisticated
around, And at 19% it's by no means hadly
priced.

It allows magne to be compressed and
storred on dark and opied to any Epoco-type

159.0.0 128.565.0522 537507.

printer. Scans take 1.6 seconds. Black and white levels can be adjusted manually, automatically and revented.

automatically and reverted.

H you own an Atari ST and are still it with cash, why not my the Make Video Digitalor. At £259 55 it's no hargain basement buy.

It consists of a mateurist with its own external power supply. And the on serven display give you four pull down methus and which allow you to set the size, scan lines, flip, insert, ascen, flip and print out.

Scanning is not particularly quick —

around 10 seconds. It does however make use of the ST's multitude of colours. They can be assigned to the Habu's 16 shading levels.

For the Commodore 64 there's the Print Technik 64 Digitiser at 580, complete with a package of application programs on

with a package of application programs on disk. Images are created at full 64 resolution. Function keys can be used to assign any of the 64's 16 colours to their four grey scale.

round the main image.

And he 2125.50 you can get the Sanset
Departure for the Spectrum, Contract and
soil around the image can be abored. The
image — which must be still — can be
sained to tape or migrothire. Image
receitation is singled higher than the

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16 level Atari graphic scan



y goodness — Guin



ty goodness



Take the tube



N PIIKSII

It's pantomime season! Oh no it's not. Oh yes it ISI And G-140 is determined not to be left out. But our pant is some with a difference because it's based on those weird and wonderful people who make up infocom, America's by adventure creators. Here scriptwriter Marshall M.—look out he's behindy out. — Rosenthal takes you on a light-hearted, or is that light-beaded, adventure

CAST OF CHARACTERS UNCLE PARSER/Dave Lebling: Author/co-author of adventures that include Zork 1-3, Starcross.

Suspect.
YOU: Delve into the unknown world of programs yet to be. JEBEDIAH/Steve Meretsky: Author/co-author of adventures that include Planetfall, Hitch-Hikers Guide, Leather Godesses. ZEBULON/Tara Dolan: Purveyor ah hidden dreams.

CHUGGO/Dave Anderson: Newly grown author of Hollywood

CYRUSS McGEE/Amy Briggs: A woman of mystery.
DOCTOR GOODBODY/Jon Palace:

Creative deity.
ELMIRA BAT/Tomas Bok: Another

ABDUL/Steve Galley: Author/coauthor of adventures that includ Moonmist, The Witness, Seastalker.

MR ZEKE/Carol and Debbie









Scene One: THE TOWN GREEN
You are at the Town Green of
picturesque, low-budget
Vezzaville — also known as
Cambridge, Massachusetts.

Vezzaville is a fun and happy place where everyone dresses up like an escapee from a mental institution, and likes to have thie names written on cards hung around their neck— these are not real bright folks. It is also the

home of Infocom.
But all is not well. Someone
has stolen the company's allpowerful Command Parser and
replaced it with a head of lettuce.
None of their programs will

run. Not Spellbreaker or Seastalker, Ballyhoo or Deadline. Gamers throughout the world are in an ugly, ugly mood. Unless the

Parser is found and restored, the only product coming out next will be salad-fixings.

You and two friends, Jebediah and Zebulon, decide to find the culprit and thwart this plot against text adventure games. You check your pockets and find you have a Yo-Yo and 20 dollars. ZEBULON: Where can we start looking?

JEBEDIAH: I know. Infocom's office has this mug-shot board. Maybe we can find a clue there. YOU: Sounds good. Let's go.



industrial complex, with corridor after corridor of rooms and hidden spaces. Everyone there is in a gloom, and ignores you. After hours of searching, you come upon a bulletin board mounted to the wall.

noe wan. IEBEDIAH: What did I tell you? Look, the cards tell all about the people working for Infocom. YOU: Even their favourite colours and astrological signs. ZEBULON: I didn't know that most of them went to the same school, MLI. (Massachusetts Institute of Technology).

school, M.I.T. (Massachusetts Institute of Technology). IEBEDIAH: It says here that Zork I was put together in a zuy's apartment, 'cause there wasn't an office yet.

YOU: What is this card on the

Tou: what is time care on the floor? Let's examine it. You star at the large, white business card. Being on the floot has left its toll, and it is covered with shoe marks and minor debrits. Underneath the card is a floopy disk.

JEBEDJAH: We should take the floopy disk.

ZEBULON: Okay.
YOU: This card must be a clue. I can make out the name, it's Doctor Goodbody. Let's search the building for the Doctor.



The three of you begin your search. Within minutes, you find the Doctor lounging against a wall, oblivious to all the suffering going on around him.
ZEBULON: Doctor, we feel

DOCTOR GOODBODY: That's too bad. Everyone should feel good (but get sick so that I can keep making a living). What's wrong? JEBEDIAH: Infocom's Parser is

DOCTOR GOODBODY: Himmm.

'Fraid I can't help you now, gotta
do some laundry. Tell you what
— go talk to Elmira Bat, the town
gossip. She knows everything.
Even how you get past the
intelligent door in Hitch Hiker's.
YOU: Okay, we'll go there now.



you enter.

about the Parser?

cene Four: Abdul's Tent

Abdul is sitting in his all-cotton.

YOU: Abdul, what can you tell us

BDUL: Does not respond!

wash and wear tent. He frowns as



Scene Three: HOUSE OF THE TOWN GOSSIP

Elmira Bat's house is old, rickety, and made of tan wood. A bit afraid of strangers, she consents to speak with you through her

ELMIRA: What do you kids want? JEBEDIAH: We're trying to find the Parser. Doctor Goodbody said you could help.

ELMIRA: Scram! Shoo! Get out of here! Dumb kids! You have an idea. Reaching into

your pocket, you pull out the Yo-Yo and give it to Elmira. Her face lights up in a smile, and she asks everyone inside for tea and

YOU: Elmira, where is the Parser? ELMIRA: I don't know. Missing, you say, maybe stolen? Sounds like the work of that crazy old coot Abdul. He's always up to no

ZEBULON: Where can we find ELMIRA: Abdul lives in a tent down by the riverfront. But be

careful - he's a strange one. YOU: Thank Elmira. ELMIRA: You're welcome. Oh, I just heard. Look out for somebody called the Funny-

Faced One.

YOU: Abdul, tell us about the BDUL: You know kids, me and the Parser go way back, all the way to the early '80s. I helped to ake him friendlier, more will to help you get from point to another with hints and playful nudges. These parsers today are too flip, too rude to the player;

izzle until you're all frustrated. YOU: Ask Abdul about the Funny-Faced One. ABDUL: You interrupted me. Now

take my nice mule, Mr Zeke, for example. I can make here whinny, bow her head and tap her

ZEBULON (taking your 20 ofs three times. Those less

dollars): I know, let's give Abdul friendly parsers would make her have to start all over and repeat ABDUL: Pockets the money! all the stages again if she missed

one of them. I don't like that, a parser should help you along and encourage you. YOU: But where can we find the Parser?



ABDUL: Ignores you and plays with his feet, Finally in exasperation, Zebulon grabs Adbul and spins him around. He begs for mercy and tell you that he heard through the grapevine that Cyruss McGee, Pastor of the Church of the Unrelenting, has a weakness for good looking

JEBEDIAH: The Church is just around the corner. Last one there's a rotten egg.



The Church is very modern and quiet. Paster Cyrus McGee bids you enter. The three of you sit down. McGee arranges himself before a stained glass window so that the light strikes his hair and creates a halo

PASTOR: What can I do for you? YOU: Pastor, give us the Parser. PASTER: I don't have it lad. JEBEDIAH: Abdul said that you would know where we could find bles?

PASTOR: I don't know anything about the Parser. Abdul has probably been taking drugs again. But maybe I CAN help. I have a boarder living downstairs who's always muttering things. "Unlock the box," take all, kiss the Funny-Face One," The poor sould is probably demented, but why not try talking to him? Just remember that he thinks he's got all his friends down there with

ZEBULON: Why not?







ene Six: BASEMENT OF THE CHURCH

The basement of the Church is damp, and there's only a 40 watt bulb lighting a single dusty corner, Huddled there is Chi who is playing with a set of children's blocks. One of the blocks has the word Hollywood

printed on it. JEBEDIAH: Chuggo, do you know the Funny-Faced One? CHUGGO: It's funny you should ask. We're related, once removed

on my mother's side. YOU: Ask Chuggo where he is. CHUGGO: I'm right here.

YOU: Chuggo, where can we find the Funny-Faced one? CHUGGO: I wish I could help. I'm just finishing my exciting

escanade in La-La Land (Los Angeles), and now I've no Parser to make it work. I used to do testing and so got along real well with the Parser, but now that I'm doing my own game - I guess I lost touch. It's just that you get involved with the other peop working here, and not just the

writers alone. There's a great feeling of respect, of camaraderie between every It's great, 'cause you know that everyone's willing to share their past experiences and knowledge

so you can go on and do your own ZEBULON: Ask Chuggo if the Funny-Faced One took the

CHUGGO: All he took was my cookies last time I saw him.

JEBEDIAH: Chuggo, shut up! Chuggo's feelings are hurt. He huddles back into his corner. YOU: Examine block. Which block do you mean, the one with the letters spelling out

Hollywood, or Chuggo's head. YOU: Examine the blocks with the letters on it.

JEBEDIAH: There's a note attached. It says "Dear Chuggo, sorry to eat and run. Look for me at the Haunted House and I'll straighten everything out. Your usin, the Funny-Faced One." ZEBULON: There's a map to ow too.

YOU: Goodbye Chuggo. CHUGGO: Listen, Before you go. Who's this person with the funny



The Haunted House is at the edge of town. Pieces of the door are nissing, and most of the glass has been broken out from the windows, One window, however, is still whole. As you look at it, a series of strange faces appear. Then a voice calls out. FUNNY-FACED ONE: Is that you

JEREDIAH (whispering): Let's get out of here! ZEBULON: Sissy. No, it not Chuggo. It's us. Why have you taken the Parser? FLINNY-FACED ONE: I've never taken anything from anyone. Except Chuggo's lunch on

YOU: Funny-Faced One, where is the Parser? FUNNY-FACED ONE: Is that all? I

was getting worried, like it was mething important. Just go wn to the Kusma night club. The window darkens and the se shudders faintly. You cide to take the advice and



CLUB

The night club is dark and smoky. It's packed with Vezzaville-ites. Everyone is smiling and have a great time. The sounds of a performer making jokes reac your ear, but your view of the stage is blocked by a woman wearing a chapeau the size of the Empire State Building, Suddenl the hat dips, and you get a clear view of the stage. To your surprise, it's the Parser doing a stand-up comedy routine. lebedish and Zebulon join you on stage to confront the Parser.



IEBEDIAH: Parser, are you okay? PARSER Leesturing wildly with his left hand): Go away boy, you're breaking up the act. YOU: Parser, what is going on.

PARSER: Can't you leave me alone? Did you ever stop to think how tired I am of doing all the ork in those Infocom games? Parser do this, Parser do that. Sure, maybe I'm the best in the iness, efficient, smart, glib. That's good to hear, but then it's back to describing locations and opening doors. Do you have any

idea how many times a day I have ZEBULON: Ask Parser about the Funny-Faced One. PARSER: Stop the third-person stuff. He did me a favour. sfocom had stuck me with an all night test for one of their new programs, and I needed some fresh air. You'd think a bunch of guys from M.I.T. would know

ZEBULON: Parser, please con

PARSER: That's bad phrasing toots. Whoops, there I go again YOU (pulling out a floppy): Parser, put yourself into the disk PAPSER- Well I was getting a bit esick, Okay, I'll come back. But I want alternate Tuesdays off om now on.

The Parser disappears. Within moments, all the Infocom rograms are again running fullblast. A great sigh, as if from the collective unconsciousness, arises. Everything's fine now watch. Go North.



om's headquarters. You ook up and are greeted by eers and praise from the uthor's of the various gam Then the voice of Info-Man resounds in your ears: "Ye who have done this thing are blessed by us, and shall be first among all others in score and rank." Thus ends the adventure. Author's bio: Marshal M. Resenthal is an advertising photographer based in New York. He also writes for a number of domestic and overseas publica Special thanks to Steve Meretzky

for the use of Halloween game

Infocom for the use of their

likenesses!

concept/names, and the folks at

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---- CISK

ATARI



runners-up. Still, we had to make our minds up so here are the

The following 15 runners up get a copy of the game. They are; Tim Tweives, London; S. Rushbrook, Tollesbury; Kevin Matthew Nickson, Buckley; Andrew Hagerty, Calderwood; Anthony Hughes, Treorchy; Shuman Basar, Blackpool; Nicola Evans, Hull; Ian Rose, Redmile; Howard Riley, Lowesoft;

Many people actually went further than drawing a picture and made model Trap Doors,





hiliration of big league bowling with outstanding graphics and a true

Experience the ex perspective action Multiple levels of reality the whole Age, realistic pin action and automatic scoring make 10th Frame a bowling mily can enjoy. You may even be tempted to invest in high time bowler hose and shirt once you've become obsessed with this addictive game.

Another smash hit from the creators of their simulation sensation. *Leaderboard' or sensation.*

th

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CBM 64/128 - Amstrad



Stephen Payne of Sheffield has solved the Sacred Armour of Antiriad with guide printed a couple of months back, you'll have no problems

When you start the game and there is no gorilla above you, keep restarting the game

go left for four screens. Go to the armour and enter it. Now jump up to the left and then again. Keep going left until you come to a gap.

Jump down it and go along side. Carry on going left until

Get them and return to the joystick. Go up three screens then left another three

Dodge the alien firing and get the laser. You can now fire at your adversaries. Go left three screens and then up till you hit your head on the ceiling. Watch the alien and go up one screen

Then go up the right hand side passage, up one screen and then right up. At this point leave the armour at a strategic point and go left one screen and collect the mine.

Go back to the armour then

down one screen and two screens left. Here you will find two dragons - pass the one screen left. Collect the energy. You'll need it!

Go up and pass the dragon on the right and up the passage. Go right one screen and sneak past the dragon. and up a couple of times

energy Shoot one of the aliens Go up - here Stephen recommends that you move quickly as there are plenty of

Go up the right hand passage, but, don't touch the

Do you see the two flashing semi-circles? Well, go and plank yourself right on top of

One last tip from Stephen try not to travel in diagonals as you will probably touch the side of the passage and get need to

Iridis Alpha Combat Starter Guide

Kenneth Henry - long informer - is the person behind these tips.

At the beginning of the game you have one planet. To open up the bottom one you waves, All except one are

Wave one consists of flying blue zapstars - easy to shoot. Wave two comprises pursue you relentlessly. Wave three is made up of licker ships. These little characters appear lots of times in numerous attack waves. This one being the most deadly. white squares. Shoot them and they become grey circles which is the kiss of death if they succeed.

Otherwise they curve off at 45° and die. There are two should only be used when have entropy problems.

Method one. Retreat and accelerate away left from them and hold down fire. They fly back left and repeat the process. The ships will curve off away from you and

Method two i.n. Speed kills. suicidal, but, faster and works from the top of the screen going right, fire from the top to

bottom, while still accelerating. Once at the bottom of the planet, fly back up to the centre and whenever you hear an explosion, move up sharply - all the while firing. The ships should curve

The status display: The control panel looks a little daunting at first, the various gauges show entropy. Gilby energy, number of fighters left energy, score rate, wave number (1-20), your current planet and the planet icons with pointers for the

General Tips: Don't worry registers, as the colour of Gilby will also tell you about

Brake Turning: For when you want to slow down to land slow you up, or land you on 95% of the time. This way you can lay down an uninterrupted field of fire destroying anything it hits.



Start

Stephen Thompson of Cleveland sent in this poke for Dandy, which will go very nicely with the Dandy map which you will find elsewhere on these pages.

on these pages.
This program will cause the energy levels to reset back to 1000 when it has fallen to 700. The program WiLL NOT reset the levels if two players are firing at each other. So one person has to kill the other and then go onto the final screen.
Type in the program and RUN, then RUN the tape from

the start.
15 lnk not Pl. Paper not Pl.
Border not Pl: Clear Val

"25499" 30 Load " "Code 40 Randomize USR Val "23407

50 Randomize USR Val "23410" 60 Randomize USR Val

"50000" 63 Poke Val "23681", Code

64 Randomize USR Val "23404" 66 Poke Val "27602", Val "38"

67 Poke Val "27603", PI 68 Poke Val "27651", Val "38" 69 Poke Val "27652", PI Another couple for the Spectrum from J. Belt why be so formal? Tell us your first

name — who regularly contributes pokes to IC.

Cyberun

10 Load " "Code : Randomize Usr 24576: Paper 0: Print at 19.0 Load " "Code : Poke23446,62: Poke 23447, 175: Poke 23448,50: Poke 23449,72 Poke 23450,141: Poke 23451, 195: Poke 23452,128: Poke 23453,92: Randomize USR 23424.

10 Border 0: Paper 0: Ink 0:

20 Clear 26624: Load ""Code 16384 30 Print at 6,0: Load ""Code 40 Poke 29893,0: Randomize USR 64837.

and the last one is for Bomb Jack 10 Clear 29877 20 Load " "Code

20 Load "Code 30 Poke 65234,71 40 Poke 65236,70 50 Poke 65237,85 60 For 1=65517 to 65535 70 Read a: Poke I,a: Next1 80 Data 60,0,50,88,191,33.8, 252,17,240,255,1241

140,237,184,195,75,193 90 Randomize USR 6546

Spellbound seems to have been awarded C+VG's readers award for the game that has stumped everyone the longest. First of all we had Michael Houlihan needing help with the Canlium Illuminatus snell

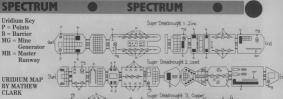
To cast this one you must not carry the four leaf clover. To light the candle the four leaf clover must be in the

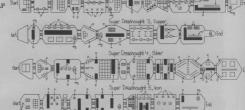
SAME room as Magic Knight.
Margaret Sullivan wrote in
with this piece of information
but told me she always
thought that if the candle was
burning she could read the
Ancient Scroil. But, her candle
is lit and she still cannot read
it. Does anyone know how to
read the scroil?

The last plea for help comes from Mark McGuiness of Dublin. His problem is with Dragons Lair. He cannot get past the second and third levels.

DANDY MAP BY DANNY BLAKMAN AND NIGEL DAVIES.









MCV

MSY



MCV

.

Guy Langley has some help for all MSX owners. Way of the Tiger

On unarmed combat use the forward kick to defeat all your opponents, except the giants. Jump over them and use the flying kick. Do NOT get in the way of their fists.

In pole fighting, use the forward and downward thrust to defeat the dwarf, the neck chop to defeat the first ninja, and the forward jab to defeat the skeleton. Do not perform

any high jumps.
In sword fighting, the third warrior is only vulnerable on the neck and the legs. Sword rituals are also quite effective,

Blagger

As the scrolling message is moving along, wait until the information on the demo has passed and then tap the space bar quickly. The game will then start at the Bank. Do not press any movement keys but press instead the music control keys. The computer should then flip to the next screen and so on. To start or your chosen screen, press the

jump key. More for the MSX, this time from Martin Green of London.

International Karate

The front side kick defeats just about all competition but leaves you rather subgrable

Punchy

Hold the program by pressing H on its own, then holding down CTRL you type out BOOTSY, to move from screen to screen you have to hold down CTRL C, to resume play at any screen you press

Nemesis

As far as Martin is concerned this is the cheat of cheats!

After battling your way through the first two stages you find yourself on the screen where statues blow deadly bubbles at you. Make sure you have selected Double. You will notice that on the top half of the screen there are two

selected Double. You will notice that on the top half of the screen there are two statues back to back. There are two sets like this.

On the second set shoot the

are two sets like this.

On the second set shoot the lirst one and go behind and lirst one and go behind and shooting the second one. If you have done it right the game will freeze and you will blast off to a bonus sheet. On the second one if the second one is right the game will freeze and you will blast off to a bonus sheet. On the second one is right to a bonus sheet. On the second one is right to a bonus sheet. On the second one is right to a bonus sheet. On the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet of the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second one is right to a bonus sheet on the second on the second one is right to a bonus sheet on the second on the secon

green ones give you

extra men. If you manage to clear this screen without dying you have about 500,000

points and about 10-12 men. You will now start at the beginning of stage four. From stage seven onwards don't shoot at the motherships unless you have a shield. If you do they fire red balls along with their missiles. You may also find that you will need a new shield for almost every.



Richard Hunter and Neville Webster of Leeds have sent in this map and hints for the

of Ninja.

Search all six sectors on the first level before moving up a level. There are six idois to collect altogether. Any "thugs" or "karatekas" can



ARI ATARI

be killed by constant high kicks. They will just walk right into the kicks and die. Any "evil ninjas" can be killed by throwing three stars at them. Once you have six idols a secret door will open in the

"grey wall" sector up to
"Akumas Chamber". Take
three star's up with you. First
kill the four "karatekas" using
high kicks, then throw your
three stars at the "evil ninja".
Collect the idol and proceed
back down to Toril in the Sea

to be proclaimed the winner. Still with the Atari — for all you budding Pole Position experts out there. Martin

Dewhurst of Greater Manchester has a tip for you. The first thing to do is select track one and then an eight lap race. Simply position your car in the middle of the track to qualify and do the same to race. This way no other cars can hit you and you can sit back and watch the points accumulate until eight laps have been completed. Martin would like some help himself on Arex, which has been puzzling him for weeks.

A. Duffy of Clwyd thought that Atari owners might be interested in this hint for Bruce Lee.

To gain record breaking scores very quickly wait on a vine where your enemies cannot reach or kick you. When they have fallen to the bottom of the screen and they are both in the same place drop on them. This usually

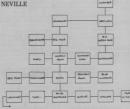
earns you 6600 points.
Make sure you have an
escape route planned
otherwise this practice can

become very dangerous, as the longer you are on the screen the faster your enemies move and the slower

YOU move.
The best place for doing this is the second screen after the drain has been opened. The vine over the drain in the middle of the screen is the

vine over the drain in the middle of the screen is the perfect place to wait, and as soon as you have dropped on worself. Using this method Mr

MAPPED BY RICHARD AND



DOI/FO

Duffy has managed to score in excess of 17 million points, and suffers acute joystick finger! Just what everyone wants!!

OKES \varTheta

VIC 20

Seems as though I upset a few people last month, when I said I thought that I had heard from the last Vic-20 owner. It did the trick. All those people who couldn't be bothered sending in their pokes before have now put pe

Mike Davis



Matrix

Rewind tape and type, verify, return and press play. When the tape stops type in Load" ", 1,1 Return. When it has loaded enter the following pokes for infinite lives —

Poke13707,173:Poke13715, 234: Poke 13716,234. To start

game SYS 8192 Cosmic Firebirds

Follow the instructions above and then for infinite lives type in Poke6673.173-Poke12733.

To play game SYS 6912 Scramble

Scramble For infinite lives: Poke10415,234:Poke10416.

234. Then SYS 16384 Mike has promised to send

Mike has promised to send in some more pokes next month, so look out for them. COMMODORE

Paul Burns sent these Commodore pokes to Ideas Central.

Central.
Paradroid

These pokes will enable you to win every transfer game and stop you dying when your energy reaches zero. Rewind your cassette and type SYS 63276, return. Press play and when ready appears, type Poke 946, 96 return. VYS 849.

Care term

the enemies they will fall

The game will now load, when the opportunity arises enter Poke5182,234:Poke5183,234. To stop you dying. Poke 8659,76:Poke8660,252:Poke 8661,33 — win all transfer games SYS 4096 — start the

Mermaid Madness

Load the game, reset the computer and type these pokes for infinite energy. Poke 17274,169. Poke 17275,0. Poke 17276,234.

BBC POKES Last one up this month is for

the BBC. Dominic Holt from Ornan has this cheat program for Elite. 10 X=0NPENOUT("GETEM") 40 FOR 1%=0 TO &4B

60 A% = EVAL ("%"+AS) 70 BPUT/#,A% 80 NEXT 1% 90 FOR 1% = &4C TO &FF 100 BPUT #X,0 110 NEXT 1%

220 DATA 11,3A,07,09, 08,00,00,00 230 DATA 19,00,74,DD If you have a disc, change

If you have a disc, change line 20, to DISC.
Run the program and it will save a commander called "Getem". Load Elite and answer YES to "load new commander". Load

'GETEM'

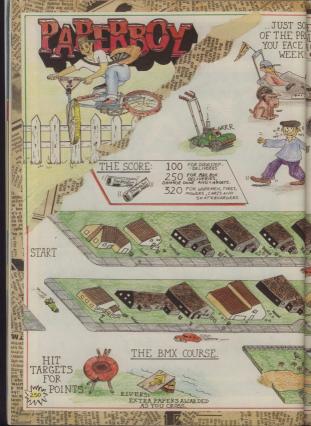


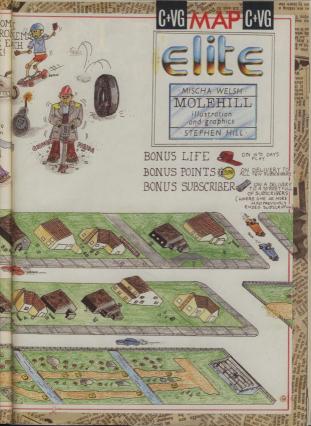
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WOM TH IF IT DOESN'T I









S, HIT IT

where there used to be halfogres. Many of the players and nearly all the monsters light in control of the monsters light in control, third the days the gear words made of fourn valber and insulating tape, and chainmail made of string and silver paint. But underground, in dim light from "candles"— penel turbes

— the atmosphere is compelling. Having successfully assaulted the entrance to the brewery, and skewered a couple of half-ogress who were hiding in a half-ogress toilet, we take stock of our wounds. One or two of the party have been a few bloss, so I go into my Florence Nichtingale.

"Spirits aid me, I abjure thee, staunch this wound," [cry, laying my hands on the bodies of the afflicted. You have to get the words right when you're using marie, or nothing happens.

magic, or nothing happens. This can be embarassing if you're trying to send a vampin back to Hell or resurrect a dear

Most spells are fairly short, but when you get up to a high level of power there are so many floating around in your skull it takes a very clear head to romember the right words at the right time. There's no chance to stop and look it up in the rule-

I said things were going fine on the brewery. That's not quite the truth. One of the half-ogres appears to have had a little maric himself, and cursed me with his dying breath before I put him to sleep with my mac. The het result, according to the referce, is that Q'Adille has

become an alcoholic. And an alcoholic in a brewery is NOT a pretty sight. Role-playing is all about living your character to the bilt

osickness and in health, for etter or worse, and damned be e who first shouts "that's not in the rulebook!"

Consequently I dive into the tearest vat of half-ogre beer and tart singing some old Orcish

drinking songs I picked up in my mis-spent youth. I'm well into the third verse of Old Cachullian Had An Elf when Cliffhanger pulls me out of

Old Cachallian Had An Elfwhen Cliffhanger pulls me out the drink I expect he dheard the song before and didn't want to hear what Cuchullian does with the elf in the fourth verse. And I'm not about to reveal it is a family magazine.

Deprived of my beer, I fly in a violent frenzy, which the res of the party direct against the foe by the simple expedient of pushing me into the next room Here my armour is less effective. There's one

effective. There's one particulary big guy with two swords, one in each hand, who inflicts double damage. Twenty-seconds of bruising combat later and I'm lying

one point of life force left. A cl shave for a humble warriorpriest.

More curative spells and a

More curative spells and a swig from an extremely expensive bottle of healing potion, which I had the forethought to bring with me get me back on my feet again

ready for the final charge to death or glory. Fortunately, the shock of being so comprehensively hammered by the ogre with it two swords has sobered me up

hammered by the ogre with the two swords has sobered me up temporarily, and I can fight with a little more respect for the opposition.

At this point, unknown to us,

with the monster who did us so much damage and telling him his weapons are downgraded to normal damage.

This may sound like cheating but it's a sugn of good refereeing.

but it's a sign of good refereeing. Joe is impressed by the way we've been adventuring and realises the monsters may be a little tough if any of us are going to survive.

Bank is still on his foot, but

nother fighter is dead, and the riests have used up nearly all heir cures. As for the athfinders — come to think of t. where ARE the nathfinders?

We don't know about this sudden change in the opposit

 unless you can find a highlevel priest to bring you back to life again — and isn't a noble death better than a coward's retreat? I don't know. Roleplaying addicts like me are a bi loopy, I guess. Anyway, in we charge.

Amazingly, when the carna is over, we're still on our feet. Zirax the pathfinder has found glowing object which has paralysed him, but the effects wear off soon enough. Lucky h didn't touch it before the fight was over. Greed is the most common cause of de with in Laborate him.

Labyrinthe.
After the adventure is over,
Joe debriefs us back in the main
chamber. Although the pay isn't
much good — 200 grulls each,
barely enough for a single cure

potion — the survivors are awarded an extra level. This means I get new spells! learn and use, and the others have more skills and points of

The pathfinders appear to have found a small horde of treasure as well — a gold jug and a silver plate. This is strange, as the referee says he didn't put any treasure in the

Everybody wonders where it came from, but Joe shrugs and hands out more grulls to Clifthanger and Zirax for the

expect?
And so it's time to take off the costumes and wash off the make up, time to return to the drab world of suburbia and join the

unsuspecting millions who have been living out their dull lives over our heads, all unaware of the life and death struggles in the catacombs below their orderly English homes.

But it won't be long before I'm ack down there again. After all, we got this small drink problem o sort out. So if you know nyme who can remove a ball.

ogre's dying curse, tell 'em to meet me some weekend soon in the Labyrinthe.

ABOUT LABYRINTHE
Live role-playing in Britain first
started with the Treasure Trap
castle featured in C + VG last
year. When the Treasure Trap
organisation stopped running
adventures, Pete Garner, a
former civil engineer, formed
own outfit The Labyrinthe

Club Laborinthe operates in two locations, both near London, but there are other oganisations running live games elsewhere in the country. Bead the fantasy the country, Bead the fantasy language and Adventurer for more information about these games. Although the Laborinthe locations are well-known within the gaming world. Peter prefers not to publicise them widely in order to discovering generatively.

rder to discourage genuinely iolent idiots from turning up ause trouble. New adventures tre always welcome, though he monsters need regular eeding — and if you're interested in finding out more bout Labyrinthe you can write o Pete at:

> The Labyrinthe Clube 77 Hinton Road Herne Hill London









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CONTACT



SACK OF SORROWS

Many letters reach us from overseas, but when I noticed the stamps marked Magyar Posta, it took me back to the days of my childhood stamp

collection.
So it was with excitement that I opened the letter from Leslie Hiss. Yes, it contained the Helpline's first plea from

Hungary.
This involves Thorn in
Fourth Protocol. He is gettin
worse and worse. What can

done to cure him?

Unfortunately, this is beyond the Helpline too. So can YOU help our friend from Budapest? And by the way.
Leslie, if you write again with your full address. I'll drop you a line as soon as I discover the

Currently an inmate of Asylum, Gareth Williams of Swansea recommends: "Stand looking down down a corridor, and type fart". Since we met again at the PCW Show, Gareth seems to have become

completely deranged!

"How do you stop the
exterminator fogging the
pestilance?" he asks. See what

With only his lunch and a piece of rope to help him, though, I suppose hanging around farting is as good a way of passing the time as any

Incidentally, if you happened to pick up a flashgun near the Helpline stand on the Saturday of the show — send it to us at C+VG

— it's Gareth's. Is Lafeuille, Eva, or Hubert lying. Are Blanc and Lerat involved? And how can Steven Vickers of Carshalton get the owner of the BMW? He is playing Vera Cruz. He is tearing his brother's hair out over it. And his brother dozen? like it!

doesn't like it!
In the same game, Keving
Atkinson of Lancaster, is

trying to open the diary.
"Examine" mode doesn't seem to be working for him, but Infogrames say that the diary must be opened by pressing the space bar twice. You should then be able to find three names and

addresses, Kevin.
A plea of a different kind comes from B. Anderson of High Wycombe. He's after adventures, or adventure listings, for the TI99/4A, a computer that has very little software support these days. If anyone knows of any cartridges currently available,

or books of listings, please write and let me know! How do yo get past the prison guard Kraytor in Souls Of Darkon? Do you need to? Is it possible to get some sort of light in the caves? All these questions come from a very stuck Bill Moore of Market

Drayton.
Sigurdur Olafsson of
Reykjavik is not quite human.
He has put a ten pence piece,
some gold coins, and a lock of
lion's hair into the Witches'
Cauldron, in of course, the

Now all he needs is a spoon to stir it with to regain his human form. But where is the spoon? asks Sigurdur.

Aha! Trinity problems are surfacing at last! I thought it was only a matter of time! W.P. Lowe of Leek, can't

2 HINDPUND

open the crypt in the cemetry, nor can he get the lump of metal from the crater. Tell you something. Nor can I!

sometimg, Nor can it Jamie Ramsy of Forbes, New South Wales, is in trouble! He feels sorry for people who complain the rest of their family take no interest in adventures — because he lives 40 miles from the nearest town, and dossn't even know one adventure player! And things are just as bad in Suspended, the game he is currently stuck in — no-one

anything?

Alan Wall is getting
nowhere fast in Quest For The

nowhere last in Quest For In Garden Of Eden. Who can give him a few clues to lead him up the garden path? How do yo get past the fanglizard in Terrors Of

How do yo get past the fanglizard in Terrors Of Trantos, asks Daniel Elliott of Blackpool?

Garoar Guogeirson of Iceland has a necklace he doesn't know what to do with. Unfortunately, we can't reply to you directly, Garoar, as you didn't include your address in your letter. Look in the clues section for what to do next, in Valkyrie 171

Pauyl Anciaux of Leuven, Belgium, wants to share note with the characters in Murde On The Mississipi, but the game doesn't understand his input. "Does one need to construct fluent sentences, or is one specific word sufficient?" asks Paul. The manual doesn't help, yet the game looks promising, he

Scott Robinson's foremost troubles are with Fourmost games! He can't get started in Galaziar, would dearly like to communicate with the dwarf who takes his mended bucket in The Mural, and can't think of the right words to do a spot of killing in Microman. Any offers?

And finally, Dominic Corby of Chelmsford, is trying to sell

off his possessions in Dun Durach — but when the shopkeeper asks how much he wants, there appears to be no acceptable method of reply. Russell Blake of Banstead is trying to find the beast of Woodbury End. I am trying to find The Fiend of Farinsdon!

ADVENTURE CLUB

Some while ago I recommended a number of fanzines and clubs currently attracting the more serious adventurer. Among these was The Adventurer's Club Ltd., which ceased operating almost immediately following the

No-one including Honorar President Pete Austin, was able to shed any light on the deafening silence emanating from The Adventurer's Club HO, and the apparent

HQ, and the apparent disappearance of its chief, Henry Mueller. The ACL, I am happy to report, is now back in business, continuing the service where it left off.

service where it left off.
Existing members will have
their subscriptions extended to
compensate for the dead
period. Pete Austin has agreed
to continue in his presidential
capacity.

The story behind this episode is, perhaps, more frustrating than the episode itself, and behind it lies English Company Law, which tends to safeguard the people with the shares, at the expense of paying customers and employees.

employees. The shareholders, it seems, of whom Henry Mueller was not one, had decided to close the venture down. Henry, who had acted purely as a manager, wanted ACL to continue, and to this end made a bid for the shares himself. During the legal battle that ensued, a court injunction was issued, to prevent Henry or anyone else

ADVENTURE CLUES

outside world what was going

on.
Finally, Henry won the battle, became a majority shareholder, and resumed the affairs of the club towards the end of October.

A new dossier, and letter of explanation and apology was soon on its way to all members. ACL can once again be recommended to C+VG readers interested in software discounts, in-depth hints and tips, reviews, and the general chat that adventurers get up

A FEW LAUGHS

Here's a clue from Mikey Thomas of Cacrphilly. It should be a great help for those trying to shift the boulder in *The Pawn*: INSERT BIG TOE UNDER BOULDER; LOB BOULDER INTO AIR.

"Easy, ch?" asks Mikey.
...d now a word of warning.
If you collect the yellow scroll,
the tinderbox, and the sack
from the Urga-maul's
treasury, and then you try to
swing across the river, Kentilla
restarts, says Stephen Bamford
of Ilkeston.

And for a laugh or two, try to kill Mordon. And answer Mordon or Bostafar to the Kind of the Jungle question, suggests Daniel O'Mahony of

HELPING HAND

Toby Blake runs a Spectrum Adventure Club called Helping Hand, and would like more members. Anyone interested should send their problems, together with a list of adventures solved, to him at: 25 Holm Park, Inverness, Scotland IV2 4XT

Mario Redondo, encouraged by reading about Vasco Oliveira and Nuno Miranda in Kingdom of Klein: You CAN't get past the squid!

Castle Blackstars. Wear the crown and carry the scepture to get the sword. ASA ABAA, to get the sword. ASA to the seat to it wisely! Wave the staft to use the brown to get the eggs, with the low, to get the eggs, Souls of Barkons. Asp the Souls of Barkons. Asp to the staff the spectation and get the risks and get the risks and get the substitute and get the story and pushs the button and get the story and

Validyzek [17] swin the coccilect for ceasin to coccilect for ceasin for the coccilect for ceasin for center f

processing to the definition of the definition o

Jewels of Babyon: Throw the unts the lion and feed it.
Catacombes: Go go north, and go go south, the echo's a

Vera Cruz: Get some info on Fuzzy's bar, and for a statement from Hubert Delroche, study the

Pawn: White is hot, and heat mells. Push the boards with the door closed, and take a trowel. And just forget about the wheelbarrow, will you?! Boggit: Latin light defeats the

Moore, Market Bill Moore, Market Drayton; Bernard Man, SW9; Eddy James, James, James, James, James, James, James, James, James, James and Phobos: Decode the note using the comic in the pedsege, and thus from the pedsege, and the pedsege and the p

rtety tuts monto consecution of the from: Antony Reymolds, Sydney, Matthew Conway, Espergiacetic, Denmark; Aage Gentofte, Denmark; Paul Gentofte, Denmark; Paul Eliout, Backpool; David Biout, Backpool; David Moore, Statket, Bull Moore, Statket, Bill Moore, Market Drayton;

the November issue, would like to get all Portuguese adventurers together. He has founded the Clube

He has founded the Clube Portugues do Aventuras, which has just 10 members at the moment.

include Play By Mail, occasional newsletters, telephone helpline, competitions, and aid in writing adventures. To join, write to Mario at: Urb. Portel lote 1,3 Esq., 2685 Sacavem, Portugal.

EURO-

CAMPBELL!
Scandinavian readers may have been surprised to come across a page or two in
COMputer Magazin, written

across a page or two in COMputer Magasin, written by a vaguely familiar adventure-person. Christian Martensen, COMputer's adventure columnist, and, since finishing his National Service with the Danish Nav deputy editor, asked me it I could do a guest spot.

After sending my words of wisdon off, I had this dreadly thought: "Supposing COMputer readers who also read C+VG, start writing letters to the Helpline in one of those languages full of Ks, and those Os that you can't type in English?"

Keep your letters in English, please, all you Danish, Swedish, and Norwegian readers! My scribblings were translated by Christian before they got into print!

Christian and I regularly swap hints, pleas, and insults! A point finely in the balance, depending on the current insult-level, is whether I allow the Coins-slave to put English or Danish bacon in his post-Infocom solving snack!

OF BOGGITS AND BOGGLES

Picture the scene. A Boggit flying 500,000,000 km above carth on a TWA Eagle, eating Milk Tray chocolate, frantically unscrewing Grandalf's head in order to fix the radio . . . BZZZ BLIP BZZZ.

"Hello Ginger. Hello Ginger. Come in Ginger! I have an engine failure, repeat, engine failure."

"Hello Boggles old chap.
Nice to hear it. Haven't had
one of those for a Rincewind
or two. You had a letter from
S. Griffia from N. Yorks. Poo
to yoo. Finished the game a
day after I bught it, two days
after its release. Double poo 2
yoo and the same to Thorny.
But what is a 16.32, and how
do I cross the bridge in the
Very Big Cave"
Thank YOU Lawrence Moon!



RAVIAVS

SPECTRUM, C64/12 AMSTRAD, BBC/

SUPPLIER

► PRICES: £7.95 (Spectru BBC, Electron)

► REVIEWER: KEITH
What kept yer then? Thought

First you comb the

Spectrum versions - the BBC

With them comes a

The way you start the game

Jones, who brought you

► VOCABULARY
► ATMOSPHERE
► PERSONAL

scription: Frog tike, weight around ; one. Ingratiating manner, greasy hair I hands. Fond of shooters. Has been made in the past.





SUPPLIER: US GOLD/
ADVENTURE SOFT

MACHINES: SEFCTRUM 48/
L2S. C64/128, AMSTRAD, BBC/
ELECTRON, IBM

PRICES: 88.99 (Spec 48),
29 9 (Spec 128, C64/128 Amstrad,
BBC, Electron 121, 99 (IBM)





You are in a warehouse, standing in are hundreds of inoperative androids could go South, West, East.

C+VG

3 REVIEWS

► SUPPLIER: ARIOLASOFT/

ARIOLASOF I/
ELECTRONIC ARTS

MACHINES: C64/128, APPLE
PRICE: £14.95 (disc only)

► REVIEWER: KEITH Here is another fantasy roleplaying adventure in which you first create a set of

characters and then set off for the Adventurer's Guild.

I played the C64 version. It comes on two disks, complete with the usual complicated fantasy manual expected for this type of game. This details all the single-key commands, the spells and their effects, character attirbutes, methods of combat, weaponry and what it's for, and all the other usual conf.

stuff.
Black mark number one:
The program loads with "bad
sector" copy protection, which
causes the head of your drive
to bounce violently against the
endstop a number of times,

Too many loads of this sort of program will set you back a tenner or so for a re-alignment to by a specialist computer

Black mark number two: The title screen has an animated picture of the Bard plucking a suitable medieval instrument, with his lyrics appearing below as he sings. Unbelievably in this day and age, this all takes place in

Only at the end of the song is there a short sharp burst of tune, to a black and white

Black mark number three: The first thing you must do is to create a character disk, by flipping the program disk over, and selecting option M. This invokes a utility which reads in a set of characters called ATEAM, and then cal proceeds to format. The reading process itself is ite lengthy, and if, rchance, you should

perchance, you should inadvertantly supply a writeprotected disk as the spare, at I did, the process aborts, and the source disk must be read again from scratch.

Five separate read and we essions, between each of hich the disks must be wapped, are required to take the copy disk.



8

stalwart choose to or (R)un?

Barn's Tale

member of the team is given the option to attack, defend, play a tune(!), or hide in the shadows — probably for a change of underwear.

I made them fight! At each round (these things have to be drawn out to give the illusion

round (these things have to be drawn out to give the illusion of the game player having skill) the team points are reduced as they are hit. Before long, all three were

Before long, all three were dead, and it was not without a degree of smug satisfaction, that I noticed two of the "A Team" were dead too! Serves them right for taking so long to

usual fantasy-type things in this game, cast spells, add necharacters, visit Garth's Equipment Shoppe, or simply recopy the character disk, for kicks!

If I sound flippant, then I am. I find that once you've played one of these, you've played the lot — give or take a few points for implementation.

► VOCABULARY
► ATMOSPHERE
► PERSONAL





Brogonbreath
Character No
S)
BRIAN THE FI
2) SANSON
22 EL ELD

S)
1) BRIAN THE FIST
2) SAMSON
3) FL CIB
4) HARKUS
5) MEMLIN
6) OHAR

THE BARD'S TALL

Altogether, this process took (including the mistake) an incredible 30 minutes.

Black mark number four: When the copy is complete, you are then instructed to tu the computer off, and start Bard's Tale again. It was another five minutes before was able to start into the earne, and by now I was

ame, and by now I was eavily prejudiced against the hole package. The "A Team" soon arrived

at Skara Brae, facing a closed door, so with a quick glance at the manual. I entered the K command to kick the door

ok open. I was first treated to the game credits, and a portrait of Michael Cranford, the brains behind it. By this time I felt

> Instead, I took my vengeance on three barbarians, who eventually appeared behind the beater

With the team listed below with all the usual fantasy hit points, condition points etc, and a picture of one of the beasts in the doorway at top left, the conversation took place in a scrolling box. After deciding to fight, each

198

REVIEWER: JIM DOUGLAS

Welcome to the third part of the Rick Hanson trilogy. After extensive game-play. I can programs! Those who read my

easy. Myorem is a real killer! Rick Hanson, to go in and

overthrow the entire regime dusty arena. You have only a move. You can't speak. You have only your thoughts.

Once this problem has been

going well, until you discover

either end This is where you really

confusing, don't worry. Once

the game, and died a couple of

games. Initially, there's the

occupy. The second feature is of far more interest to the player.

Another feature is the way

tough. You may well see a you smart enough to complete

Mvorem (I haven't quite good adventure - hard. entertaining, and easy to play









ARENA

Psygnosis was the first company to enter the ST games arena with Baraticcus, an arcade adventure which never quite made the grade. At last year's PCW Show they launched two new ST games entitled Deep Space and Arena.

Space and Arena.

Deep Space is described
as the ultimate interstellar
war game harnessing the
raw power of the 68000
processor to bring unique
3D solid graphics to the
microcomputer.

Althoush featuring

Although featuring some excellent solid enemy spaceship graphics and a well designed cockpit interior, Deep Space just seems to be a little lacking in the game depth department.

depth department. Having said that, it may well be one of those games that rewards those prepared to persevere, but after the initial high of the graphics there is perhaps not enough to entice you back for just one more go.

one more go.

Arena is a six event
sports simulation for up to
four players. The game
features large, well
designed sprites moving
smoothly over a number
backdrops which contain
neat little touches like
other athletes warming up
on the opposite side of the
track.

Another nice thing about Arena is the size of the main sprite, a full 56x80 pixels giving him a height of about 3.5 inches in his spikes on an average size TV. The graphic design of the athlete is also very realistic, even film like.

realistic, even film like.

If he six events are the

100 metres, the pole vault,
high jump, hong jump, shot
high jump, shot
e events require the rapid
pressing of the "energy
keys"—the 68000
equivalent to jovstick
wiggling—to give the
sathlete more speed or to
make the javelin fly
that there is not a jovytick
option as the Atari
keyboard sounds and

feels a little fragile when

▼ The Long Jump

pressed this vigorously. Arena could have marked a notable step forward in the progression of the multi-event sports simulation that began three years ago with Epyx's Summer Games. However, a number of needless or thoughtless "features" and even the odd bug detract from the fun and can become quite a

frustration.
One of the most
annoying "features" in
Arena is the speech
bubbles which appear at
pertinent moments during
each event. Quips and
comments made by both
athletes and judges
quickly become boring
and repetitive and do not
enhance the game.



At the very least you should have been given the option to gag all concerned!

The events themselves are played in a similar way to other games of this type which require fast and/or co-ordinated button pressing and a good sense of timing. In all the events except the shot the athlete moves to the right through a number of static screens until reaching the throw or jump mark, where you must press the "jump" key at the right time.

This done, you can normally influence your athlete's performance by further button pressing. Apart from the 100

metres you are allowed six attempts at each discipline you attempt, although three failures at the same height will end the high jump and pole

There are also a number of "interesting" situations you can get into whilst playing certain events. For example, in the high jump, if you take off too late you will hit the far upright and stop,

suspended in mid-air! On graphics and packaging both Arena and Deep Space score well, but unfortunately. both have end up more like flawed masterpieces instead of the genuine article. This is a pity considering the obvious graphical talent on show and the huge investment in time and resources Psygnosis have made in producing 68000 only product . . . a brave but risky policy while this market is still in its infancy.

WINTER GAMES

successful on 8 bit formats and spawned almost as many clones as the the same seven events and almost identical gameplay. The graphics the Atari version although than you may expect, which is partly a testament to the quality of the original Commodore

First off there are option screens for the number of players and their nationalities. I wish you anthems, most of which times, but Epyx's enditions are terrible. The games, on the other hand, are great fun.

The seven events are Ski lumping, Bobsleigh. Figure skating, Hot dog aerials, Free skating, Speed skating, and Biathlon. Two of the most enjoyable events are ski

jumping and hot dogging. Ski jumping is in three parts spread over two high-res (actually they're Atari low res screen - it's just difficult to adjust!) screens. Having pressed the button to start your descent you must press again at take-off - too late and you end up in an unceremonious heap on

Once in the air you must maintain good style and ensure a safe landing.



This is done with the help of a close-up window showing the skier's profile. Using the joystick you can maximise style points and minimise limb breakages by correcting crossed skis. A clean landing will only be achieved if the flight is

reasonably controlled. Hot dogging, a kind of people with no respect for

which you execute them If you land head first with your skis dangling unceremoniously in the air, don't expect any Difficulty is judged by the manoeuvers performed in mid-air. You can also combine movements for extra points, although to land on your skis you



A The Bobsleigh life or limb, is fast



▼ Arena offers the choice of six different events.











supposed to perform such exotic moves as the 'daffy', the 'back scratch', and the 'mule kick'! Your score is based on the manoeuvres you select, plus the style in

becoming one of the most

on the piste! In a nutshell

slope and launching yourself into the air off a score the big zilch! Although the two skating events seem Winter games is a together package with enough variation to keep thaw comes along. A must for all simulation



You are the Rogue! Lost in the underground passageways and damp chambers of the Dungeon Lord, your one reason to stay alive is to recover the Amulet of Yendor, stolen by the Lord many years

of the Lora many years ago.

Anulet was left behind by the ancient behind by the ancient mankind of its origins. The Dungeon Lord both eavied and despised the Amulet's beauty and purity, and vowed to hide it in the deepest reaches of his tortuous maze, drawing those who would seek it out to sure destruction.

So here you are, view full colour map o

irresistible urge to delve deeper into the Dungeon Lord's domain until you have the Amulet in your

grasp.

Rogue could be said to be Epyx's answer to the fast growing clutch of Gauntlet, Druid, Dandy type games one or more of which many C+VG readers, being well versed in such things, will already have played or at

The Rogue screen is divided into 3 main areas with a status line at the top allowing you to save restore games etc. The largest screen section, the level map, shows a plan siew full colour map of the b

ROGUE

currently in. The rooms and corridors of each level will only be revealed once you have explored them by using the mouse to drag your character around. The level map can be seen in zoom which is one of the control of

combat.

A player's potential hit points level increases with experience (like successful combat etc.), but his actual hit points level, at any one time, may

be diminished by blows from an adversary, but can be restored by restin, Along a strip at the bottom of the screen is an adventure-like dialogue window giving a progress through the dungeons. You also get a blow-by-blow descriptior each time you go into combat, giving you such lines as "the ice monster "You clobber the bat".

Rogue owes more than little to the original Dungeons and Dragons role playing games but makes good use of the computer to give a graphically pleasing and well designed games

Skyfox was originally released by Electronic Arts for the Apple II computer as long ago as 1984. Ariolasoft released the Commodore 64 conversion in 1985 when it was a top 5 hit in the UK.

was top 5 hit in the UK.
Now the Atari ST and
Amiga versions of this
evergreen program are
released proving that not
all games are banished to
that great duplicator in
the sky after ten weeks on
the shelves.

Skyfox is an air to air and air to ground combat and flight arcade/ simulation with the emphasis very much on arcade. There are 15 different missions to choose from ranging from training sorties to full scale invasions.

Each mission can be played at any one of 5 skill levels from Cadet (quite easy) up to Ace of the Base (should

the Base (should carry a government health warning!).

The action is viewed from the cockpit of your Sky fox. Sky fox. fighters at the property of the state of the

occupied sector.
Direction, speed, a
littude, and lasser fire are
mouse but the keyboard is
required for missile
launch and all other
functions including
bringing up the status
bringing up the status
bringing up the status
gives you an overview of
the surrounding sectors,
and allows you to zoom in
on any one sector for a
coing on. of what's
coing on.

Of the 15 scenarios, the first seven are training missions, some with tanks only, some just with planes and the rest having a liberal smattering of

both.

The remaining eight scenarios are the real thing, in which you must quash invading forces as well as protect your home base against capture. Should your base fall to the enemy, you will be unable to land and refuel, and will no longer receive. You will also lose the use

of your base computer.

Tanks are dealt with in the low combat arena (below 1000ft.) while planes can only be shot down by flying up through the cloud layer to

30,000-40,000ft. Whether in the low or high combat arena, the 3D background of either tanks and ground instalations or clouds and planes scrolls smoothly towards you at breakneck speed as you destroy anything that

moves.

With so many different options and skill levels and a nice balance between arcade, flight simulator, and strategy, there is no reason why the ST version of Skyfox shouldn't be every bit as popular as its



SKYFOX

We've all seen plenty of snooker and pool computer games - in fact there's already a pool game for the ST entitled Electric Pool from Microdeal, But QBall takes this gendre of game literally into another

dimension! Quite simply, QBall is a kind of 3D snooker played in a cube that can be viewed from any conceivable angle (well 262,144 anyway). In both the single and two player versions of QBall, the object of the game, as in normal snooker, is to pot all the balls in the cube. There six reds and one colour, the yellow. Each time a red is potted you

can have a go at the yellow and, if successful. its time for another red . . . and so on. Each time the yellow is potted it is replaced in the centre of

the cube. The trditional pocket has been replaced by holes cut out of each of the eight corners of the cube. You have 60 seconds in which to play a shot and, until you get used to the

aiming in three every second you can get. Just hitting a ball of the correct colour scores on point for every second remaining on the counter. For potting a red you get 10 points for every second left and a bonus of 500 points. A second red potted by the same shot scores double and a third scores treble - and so on. Potting a vellow is similar altogether or hole the cueball or a red or vellow out of order, you lose 500d points. With eight pockets

this happens all too often. In linking the player's scores to the timer and by penalising them if they take too long programs clerverly added another dimension (as if there to QBall, that of the increased speed and skill in decision making and aiming are rewarded by higher scores. When playing a shot you can alter the air friction within the cube which determines how quickly the balls slow down and

Although difficult to master at first, QBall is well worth sticking with

It was bound to happen sooner or later, and Microdeal have released an ST pinball game sooner. Pinball Factory, the game, puts you in charge of engineering in the factory. Your sole responsibility is the completion and play testing of the boards produced in the

As an employee of the PF you have various "state of the art" tools at your disposal including Edit Game menu. Edit board Edit Logo-Alter Rules, Test Game and Exit.

EDIT BOARD

workshop.

This is the central core of

the program and has two main functions. Firstly it allows you to customise graphics of the table using a rudimentary graphics package. Then its time to

build up your game using the "Bumpers" sub-menu. While using the drawing program you can flag 14 of the 16 available colours as either visible of invisible. Invisible colours are treated as part of the graphic design of the table and do not interfere with the movement of the ball. Anything drawn in a

visible colour can be thought of as a kind of "designer" bumper that can be any shape or size. Features include

brushes (there are ten

to red except the bonus os different ones), Line, Rays, Frame, Box, Circle,

Disk, Clear, Undo, Detail (for the engineer who likes things pixel perfect), Fill, and Pattern which is used with the Disk, Box, and Fill commands. You can also select any 16 from 512 colours using the RGB

EDIT LOGO

Using similar graphic tools to those on the EDIT BOARD (with added airbrush, text, and shadow functions), you can design a logo for you table. Logos are purely superficial and have no bearing on the game itself, being positioned to the right of the table, away from all the action.

ALTER RULES

Here you can get one up on Newton by tweaking gravity to see what it would be like playing pinball on the Moon even Jupiter. You can al change the elasticity of the ball making it bounc faster off humpers etc. The number and speed of your balls can also be set together with the "free generous you're feeling. Next you can set the strength and value of the used in your design. Pinball Factory will go

down well with all pinball freaks

The Music Studio was very well received when it was launched on the Commodore 64 because it was one of only a handful of programs - along with others like Rainbird's Music System and Broderbund's Music Shop - that combined ease of

use with a comprehensive range of functions and features allowing even the musically naive to get started immediately.

While there are undoubtedly a number of more sophisticated music packages available for the ST, these, though, tend to be targeted towards the

more musically inclined amongst us who already know a quaver is not just a cheese snack. Still other ST music

progs turn your keyboard into an editing/mixing boad (a kind of musical the Atari's in built MIDI ports to talk a common anguage with many other MIDI compatible keyboards. For all Hitchhiker freaks out there, think of a MIDI port as a kind of musical babel

Activision's ST version of The Music Studio certainly makes good use of the Atari's midi compatibility but never forgets that many of us don't have a Yamaha DX7 or a Casio CZ-101 synthesiser sitting around. This then is a program that can be used in a number of different ways by people of varying

musical competence and Each instrument is represented by a different colour so it is easy to see which notes will be played by which instruments by

their colour on the stave. MS comes with 5 prerogrammed instruments out you can create and

store your own or tweak existing ones to get the effects you want.

Music Studio was one of the first music packages for the ST and is till one of the best and easiest to use. For the musically innocent, it serves as a perfect introduction, while still offering enough depth to please all but the



ACTIVISION 22. Pond St., Hampstead NW3 Shanghai: card (Feb 86) Wishbringer: adv Moonmist: adv* Trinity: adv (Feb 86) Ballyhoo: adv Basketball: sport Portal: *

Enduro race: arc* Tas Times: adv (g)* Paintworks: graphics L. C. People.: (Jan 86) A Mind Forever Voyaging: adv Leather Godesses: adv (Jan 86) Mindshadow: adv (Aug 85)

Spellbreaker: adv Suspect: adv Zork I, II and III: adv catalogue of ST Games of any

Borrowed time: adv (g) (Aug 85)

look out for in the first half of 1987 (converted from the arcade gam All three should be out before the

ANCO • Karen Graham, 35 West Hill, Dartford, Kent DA1 2EL: 0322

Bridge 4.0: Compubridge Peggammon: board*

Manda Barry. 68 Long Acre London WC2E 9JH: 01-836 3411 Degas: graphics • Unfortunately there wasn't

room to review Degas Elite which has just arrived. But, on first sight, it looks very

> your choice of landing party EIDERSOFT PARADOX

Janet Wardrop. The Office, Hall Farm, North Ockendon,

Upminster, Essex RM143QH:

Mission Mouse Space Station!: arc (Jan 86)

• Unit 8. Cromwell Business Centre, New Rd., St. Ives, Cambs ENGLISH SOFTWARE P. Morris, 1 North Parade Parsonage Gdns., Mane

Knight Games: sport* O Your 16-bit reporter has heard that English Software is busy courtesy of Mastertronic, who also have plans to launch Ninja ere sometime in 87. Let's hope that these titles also see the light QBall is causing industry evebrows to be raised and quite

Sundog: arc/str (Aug 85) Pier Rd. North Feltham Inc

Flight simulator: sim* LLAMASOFT Colourspace: zarjaz (Aug 85) It's about time we had something else from Mr Minter

One gets the feeling that if Geoff Jenny Pope, P.O. Box 68, St

Pinball Factory: sport (Feb 85)

Trivia Challenge: trivia Marate Kid II looks VERY

P.O. Box 24, Cirencester, Gos: Silent Service: sim (Feb 87)

Pat Bitton. Maxwell House, 74 Worship St., London EC2A 2EN: 01-377 5837 Cinemaware: adva (g)

Art Director: graphics (Jan 86) Strike Force Harrier: com/sin (Feb 86) The Bermuda Project: adv* (g)

The Black Cauldron: adv (g) Space Quest: * 3D Helicopter Simulator: sim

Kings Quest II: adv (g)* Mirrorsoft is another UK

games, some of which are being ospect here is Deja-Vu - the

Mac version of which was reviewed in the August 1985 issue

Tim Bosher. 142 Alcester Rd., Birmingham B13 8HS: 021 449

We await the sequel to Mercenary

Psion House, Harcourt St London W1H 1DT: 01-723 9408 PR. Louise Blakesborough of Psion Chess: board (Jan 86) PSYGNOSIS

1st Floor, Port of Liverpool Deep Space: arc/str (Feb 86) Arena*: sport (Feb 86) Brataceas: arc'adv (Aug 85) RAINBIRD

Clare Edgeley. First floor, 74 1PS: 01-2409 8838

Silicon Dreams: adv (g) The Pawn: adv (g) (Aug 85) The next Magnetic Scrolls adventure. The Guild of Thier Pawn (Aug 85 C+VG) we should

At £19.95 both these trilogies

by either of the ST owners in th UK who never played the eight bit

1-4 The Mews, Hatherley Rd., Sideup, Kent DA14 4DX: 01-309

Amazon: adv (g) Coverted Mirror: adv* (g) Dragon World: adv (g)+ Essexi: adv

Fahrenheit 451: adv (g) Mean 18: sport Mindwheel: adv* onkey Business: arc

OO-Topos: adv (g) Rogue: arc/adv/str (Feb 86) Sword of Kadash; adv (g)

Transvlvania: adv (g)

arc = arcade adv = adventure — text only adv (g) = adventure with graphics sport = sport, pastime, or hobby com = combat

Thanks to Silica Shop for their help

of December 1st 1986).

PR Agency Claire Walker Prince Consort Rd. London SW7 2AA: 01-581 1721

Although it was intended to agency were unable to confirm

would be released in the UK at all! Tom Watson. First floor, 74 New 01-631 5373

Star Trek: arc/str*

The game of the program around March/April time but

don't hold your breath. When it does arrive the object of the gam will be to save a portion of the universe, at present infected by a Klingon and Romulan rebellion. spreading, a 1,000 star section of a Klein Sphere even though many trapped inside it. Your mission Jim, should you decide to accept it, is to boldly snuff out the eliminate all the waring factions inside the sphere. Only then can

The graphics are nothing short of fantastic, each character being instantly recognisable when his her personal screen is paged Game play seems to be split in

three. Part of the time is spent navigating from one part of the Mr Sulu". Next comes the odd bit looks a little odd at present but, to be fair to Firebird, this part of the strategically orienated part of the urfaces to collect things, and/or

Each of the seven crew members mentioned above have their own skills, so performance in this section will depend on

FRESH FROM THE HAMPSHIRE ANDES

THE YAK IS BACK from PERU and hammering away at the '64 and the trusty ST once more and almost simultaneously...

The current projects include

- REVENGE II temporary title but you may guess that camels figure in the action somewhere. Nice scroll effects and spectacular scenery have emerged so far, with clearly lots more to come
- COLOURSPACE '64 Jeff is re-creating the successor to PSYCHEDELIA for the good old CBM. In fact the result will outdo the earlier versions of Colourspace -LIGHTSYNTH development is ongoing.
 - COLOURSPACE II for the ATARI ST. Some truly beautiful effects and dynamic background graphics will be part of this version. So that purchasers of the original version will not feel let down Jeff plans to offer them an upgrade at a very reasonable cost. Still some way to go on this project tho'. The problem is knowing where and when to stop!

CURRENT, RECENT AND IMMINENT...

For the CBM 64

- IRIDIS ALPHA meet GILBY, a droid with a high cuteness factor, scuttling or
 - HIDE ALPHA meet order, and a supervision of the property of mayhem. Includes a great bonus-wave game, pause mode game and (a real first!) fractal music! -published jointly with HEWSON £8.95 on tape, £12.95 on disc

For the CBM 16

- MATRIX & LASERZONE two classics re-written for the C16
- MATRIX includes all the features of the original version including that traitorous anoid, the Snitch, plus (it's hard to take) an even faster fire rate than the original! LASERZONE's unique duo of independently controlled laser-bases has never been easy to control but as you learn its skills things get rougher and tougher for those pesky aliens! - published jointly with ARIOLASOFT £6.95 - both games on tape.
- VOIDRUNNER / HELLGATE- voidrunner is the megablasting sequel to GRIDRUNNER and LASERZONE... lots of waves, loads of chaos and bits of eat disintegrated alien flying everywhere in the fastest blast to hit the C16... and on the disinfegrated in the cassette) we include the '16 version of HELLGATE - a shoot-em-up for those with superfast reactions and independently controlled eyeballs!

published jointly with ARIOLASOFT £6.95 (cassette only) LIGHT SYNTHESISERS

- Another string to JEFF's bow is his work on our LIGHT SYNTHESISERS which allow
- The original Lightsynth, PSYCHEDELIA, is still available for most home micro COLOURSPACE, its successor, has been published for the ATARI 8-bit micros (only on tape £7.50), the BBC B (tape, £7.95) and in a spectacular 16-bit form for the ATARI 520 ST (£19.95).

COMPILATIONS

- VIVA VIC! is our VIC collection 8 of JEFF's best for the good old machine. Great stuff for VIC owners! ABDUCTOR, TRAXX, MATRIX, HELLGATE, LASERZONE etc.
- YAK'S PROGRESS the best of Jeff's '64 stuff, includes 8 games, some now difficult to get, commercially ATTACK, & REVENGE OF THE MUTANT CAMELS, ANCIPITAL, SHEEP IN SPACE, HOVER BOVVER, etc. can't whack it at £9.45 (2 tapes) or £11.95 on disc

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JACKAL

Action, excitement, destruction! It is the way of the Jackoll!!" And that just about tells you all you need to know about Konami's latest affering — Jackol. Though be honest, it's a lot tamer than it sounds.

Jackal takes us back to the agecold wort theme of suicidal missions, some the prisoners of wor and to hell with your own safety. It is, in fact, quite difficult and there is lots of both on — mostly on your part as you charge into enemy lerritary, bombing enemy outposts and owing the skins of your brave

fighting compatriols. If so a bit like Commando and Rambo in the sense that there's a map which shows how for proving travelled, the terrain's ranged an the finance of storming like enemy single handed — actually there a has a five of you in the jets per — all helps with the impression that you've does the same only the proving the proving

other game, in some other year.

I like Jackal. It's difficult but each time you play it you get a bit further on in the game. Just the right combination to empty your packets of ten pences as you strive to beat the baddies.

You start off on the edge of enemy territory. A transport plane dropp your armoured jeep and nonther plane files over dropping you and your intregal team mate by parachuste. Once you're in the eap the action starts. You'll quickly beam that all you've gal in the way of protection is a machine gue what direction the jeep sponting what drivers and the protection is a machine what direction the jeep is pointing in, and grenodes which can only in, and grenodes which can only in.

jeep, though, thankfully, in any direction.

You immediately come under antack from three foot soldiers but they're no match for your machin you may make the cost and their bullets are easily dodged. Your mission immediate gets harder as you come across mortar emplacements and enem strongholds. Now's the time to go some the properties of the monoeuvre it into position so that monoeuvre it into position so that

attracpholds. Now's the time to get used to handling the jeep.

Manacurve it into position so that you can take out of the morters with you can take out of the morters with your can take out of the morters with your can take out of the position of the young the position of the young th

atrongly guarded with mortars, naide the gates, the battle hots up. There are more more foot soldiers, more tanks and, of course, more validings, Your work's cut out to get hrough that lot unscathed, and emember, you've got to hang round to pick up the POWs which nakes you a sitting duck for enemy horoshooters.

The best ploy is to pick up as more and make an un for the rescue helicopter which marks the end of each section. There's a STOP position marked out for your jeep, and fron the rether DAWs can make the hard run to the chapper. The more CWs to reach the chapper, the



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Here are the latest hot hits, tips for the top and best of the bunch of new games heading your way within the next few weeks. This month we spy Artic Antics, the latest in the Spy vs Spy games, take on the Leviathan from English Software and Ariolasoft's Zigguart. Why are you reading this when you could be reading that?







Bug-Byte throws down the glove in the Gauntlet lookalike competition that's all the rage at the moment. Their version is for the BBC and called Dujunz. Up to four people can play at any one time. It will sell for £2.99. Meanwhile other **B-B** releases include Strangeloop, the old Virgin game, on the Commodore 64 and Spectrum; Glass, Spectrum, Jeep Command C16 and Atari) and Bopl MSX). All will sell at £2.99 and should be out

by February. Another interesting BBC release is Plan B. The player must guide a single war



drone through a roque computer.

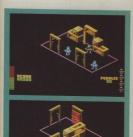








At Hert glance '(1 appears to be a follow up to Elle's 'Aga'.
And, to some extent, it could be — except life from a
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SCORE





I upy. . the latest in the Spy vs Spy series of games. Databyte releases the Aretic Antics on the Commodore 64 and Atazi before Christmas. It follows much the same format as the previous Spy games and this time involves the framtic search for a spare beliner, navigation chart, surantium cube and "master carrier." Polar bears, penguins, blizzards enovide additional danases for all the provided and the state of the stat

Databyte has quite an impressive list of games coming out over the next few weeks. Boulderdash Construction Set is what it seems. You can construct your own caves, boulder and diamond positions, entries and exits.

Mumbles Super Spy Must find and destroy a mad scientist's laboratory. The game takes him into a world of sewers, gangsters, rockets, bombs and laurer

Adam Caveman has our stone age hero on a quest to rescue his wife from the clutches of hostile mountain men. Birds, beasts and savages hamper him on his quest. The game feature some great looking

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your planet. An Alligata press release boasts: "Trap has a secret that will need to be told, until it is revealed, you will never be able to Rest in Peace."

Cillo

laubag.

Ottis here . . . yes it's my turn to supply a little wit, wisdom and a whole lot of taste to the Mailbag pages. And this month we've got a lively bunch of letters. Tony Takoushi seems to have upset a few people . . . still what can you expect from a human

· I am writing merely to sincerely thank you for your quick and help on a game.

I had previously written to Zzap without a reply and felt very discouraged. Being so far away from England it becomes frustrating card informing me that you had

actually received my letter. Since then I have been spending LESS, as I only buy C+VG

In the past I used to buy Zzao as well, but I could just imagine their response to my letter "it was lost in the post" while in real life it was stuffed into the rubbish bin with all the other unanswered @ I'm still blushing. Every-

Another problem is Australia's amount of time C+VG takes to and winners announced before successful overseas competition. popularity has increased so how about giving it another go, eh, go You would think that judging by

Oh gosh! You're making my screen go red. Thanks for the nice things you say. We get tons of letters and we try answer as many as we can. I'm sorry about the delay in the mag arriving in Australia. But if you do insist on living on the other side of the world from us. what can you expect. As for another overseas competition. we'll think about it. Promise.

· Hi Tim, you seem like a cool such as C+VG. My favourite staff

love the detail with which Jerry draws them. He is a creative mean, Andrew? Ottis).

fellow and I copy his guns and Melissa in my drawings. I am sending "The Mega Squad," one of my own creations. Maybe you could interact them in a future Bug Hunter strip. Could Jerry also draw me a sheet of different weapons - guns?

If possible I would like Melissa's face in the position it was in the last panel of "Magnets." She looked cute in her suit when she

I am a C64 user and I read your magazine every month. I am also a computer correspondent in a school newspaper and I rely on your magazine to give me all the

My favourite game of all time is Commando from Elite — though I

Well, I hope I have restored faith and pride in the Aussies as some of the letters you get from this side of the world are all

body's too kind. Tim's so cool that when he enters a room the distance from the UK and the temperature falls by 10 degress. We loved the drawings arrive. Competitions have passed and the next time we unlock Jerry from his cell, we'll show we even see the magazine. I him your letter. My favourite member of the C+VG team is Garry, our Advertisement manbut times have changed and your ager. In fact most people I know have a good word for him

> in your magazine complaining about the amount of Atari reviews

Ataris then why do magazines such as Atari User etc manage to to say to myself, Mmmm. Think about it, even if some

months there is a shortage of Atari games to review, you could at on the other "big" computers. Why was it that in past years your make me say to myself

"Mmmmmm" but, when I read think "?!+§"\$ (What can you

magazine. The one part of your magazine I actually enjoy reading Why do you do this to us? I mean have we done anything to you? Come on you Atari owners out there, write for your rights, don't give these guys a break. We are a loval bunch, or at least I am anyway. You can tell your Ed that if I don't see an improvement in January's issue then I will refrain WHO is HRIS CAIN ?!! At first I just flicked through the slightly worried as 1 got to the middle page. pages slightly quicke my brow I wetted my fingertips and, tears in upset. I flicked back through the pages just to make sure I So, I pulled myself together and read the mailbag part of your

from buying C+VG and take the ! ● Commando vs El Toro. Hello, I | ing sick and fired of the "my | ● I am just writing to say how stickers off the casing of my

PS. Please tell Tim that I thought his review of El Toro was absolutely correct. I can't stand this sport and I totally agree with his opinion. However, I think we should have been given some indication of the quality of the program, even if the game was based on one of the most sicken-

Well, Andrew, I hope you just finished enjoying our Atari ST special. And now you've probably seen some of Hakan's reviews of Atari games.



am a Spectrum user and I am very annoved about one of your articles published in the November

The article in question is about qualified, among other adjectives. as "sick and nasty". I agree that and outrageous, and I really hate the popular 'fiesta'', but, it is unfair that you insult the excellent Spanwould be more reasonable to in-

What is crueller - to kill thousands of Japanese people bo, etc) or to stick some standarth

Sr Joan Tortosa

Okay, we take your point. When it comes down to it all killing for pleasure and enter-

· I was reading through your magazine when I came across a letter in Mailbag from Mark Dodwell. He is completely wrong and doesn't know the facts. Yes, you've guessed it, I am an Am-

He remarked that Amstrads can only have two colours in a cursor. This is only true in mode two. which has higher resolution than the CBM. Mode one can have four and mode O can have 16 colours

in a cursor, but chunkier graphics. are chunky, but, have you ever seen Ikari Warriors, Sorcery etc. on the Amstrad. I personally don't good jobs of screen shots. This computer" fad' is boring and people had better stop it. You will probably not print this letter but I hope you do - Mark is wrong and you should have said so then!

· I agree these "my computer is best" arguments are a little silly. All computers are wonderful in my opinion - except some computers are wonderful than others.

 I would like to express my fully agree with him. The main adventure, shoot 'em up and sports simulations. They are all game in its own class. Why don't

Secondly, I would like to congratulate you on your new look it

computer is better... argu-C128 but up until a year ago I was a proud Spectrum owner. All compoints - so, let's hope this is the

· I thought my last reply was the final word on the matter but it appears not. Glad you like Tony T's strong opinions. I like people who know their own

minds - at least I think I do. I haven't quite decided yet. · I feel I must write to strongly

page. He simply hasn't got his facts right! Firstly he claims that "we have

last two years". Well, two years of the art in games. Now I would say that Mercenary and The Sen Then, Tony states that the

charts are full of the "same old tired themes". Really? I don't recall a karate game two years ago, I remember when Manic Miner came out, and people were amazed it had twenty screens?

two years ago? Has Tony got his hasn't seen Sanxion?

However, he then says the mean platform, Tony?) sports simulations and shoot-em ups. I would agree about the last one it is always a popular format. But

Then comes Tony's most absurd statement. Is he really sane? "There isn't one software What! This man is definitely NOT sane - either that or blind What about Novagen, Vortex - withgames like Revolution - and Hewson with their high quality

We have progressed, it is just that Tony Takoushi hasn't realem-ups, yet he has written one himself! Need I say more?

they bring out original games like This is more like it. Con-

troversy. Get everybody going. Tony is entitled to his opinions and so are you, Christopher. As is brilliant. It is a lot more colourful to whether Tony is sane and still plays Pacman the answers I read your letters pages a lot are Yes and No. But I'm not and I, as many others, am becom- saying what is the right order.

map was brilliant before, but, now it is even better with enhanced a really excellent idea. At last! Competition results. After all those

I can remember a couple of months ago when there were loads of mistakes in the magazine. This issue, apart from a were none. While I am on the subject, did you see what Crash said about you in their August

Finally, I agree with Tony

I noted with interest a letter from one Claudion Filips de Silver Tereso in your magazine. I too have a Memotech MTX computer and would like to pose this gues-Paul Henry

billion locations in their latest . Well, can anybody tell Paul where to get his hot hands on And what about graphics? Do any Memotech MTX software. Surely Portugal isn't the last

> Who does that Chris Cain think rate is a dying art. Yet this fact and schools, the length of the bers all the time, a fact which Mr. Cain decided not to check before

putting pen to paper. Another thing — what does he consider as "basic" karate moves? In International Karate Hardly a basic run-of-the-mill-see-

Karate is here and its here to stay. It will be here a long time after Cain has thankfully departed

· We'd also like to know who Chris Cain thinks he is. He occasionally wonders into the office, drinks our coffee, scoffs our crisps, dumps his reviews on to the Ed's desk and then disappears. I agree that karate is here to stay but what about karate games? That's what Chris meant, I think.



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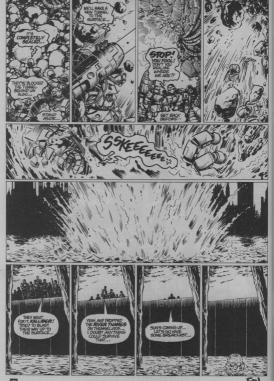
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ace Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in

your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad

and the ugly in the software world.

ne of the most pathetic

cringe is the old "my computer is better than yours. Over the past few years the being the Dragon, Oric, Lynx.

Today the best 8-bit computer Commodore 64. Before you all biggest selling home micro in the world more than two million units) with the biggest software base in the world. Its sound capabilities are unrivalled and

its sprite handling amongst the best and its colour stands alongside the most popular

OK the Spectrum (doorstop or wedge to you) has a huge software/hardware base like the C64 and the quality is superb for the machines Hardware and takes the Speccy hardware to the limit but that limit just doesn't compare to the C64

One of the biggest hang-ups any micro owner has is brand tends to be the one you are So where does Amstrad

micros have a strong software match the establishment (C64 flexible but STILL does not

match the facilities of the C64 Other micros still around like the Atari XL and BBC deserve respect. The Atari because of its superb hardware, indeed the

The BBC to all intents and

superb basic, fast processor lacks TRUE support other than from a few specialist software

I am very lucky to have been in the home micro market since that have entered (and left) the scene. My observations are

My own personal preferences are the C64, Atari XL and the

To my eyes the Atari ST and market within the pext two to

Golly it sure is dangerous here Major "I yelled as my face

"By jove you've got it in officer replied. With all thoughts of

bravery and medals at the back of my mind I made a dash for my chops

possibly the greatest, flight sim from Microprose is Gunship. It runs on the C64 and is a simulation of the AH-64A attack helicop Gunship is the type of game that normally has me

pulling my hair out! There is a LOT to digest before you can master control of the helicopter, BUT this is the type of game where what you get out of it depends on what you put

The manual gives you an overview of the various sections of the game, a

summary of the cockpit instrumentation and a summary of the weapons

Yes it is HEAVY going and you will not be able to just pick up the On starting the game you must

work your way rough the options. Pilot allows you to enter your name and view the highscores. Duty allows you to choose the combat zone (USA/SE Asia/Cent America/Mid East and Wstrn Europe). Style is the difficulty level (Regular, Volunteer or crazy volunteer!) and Reality (this governs the conditions on take-off/ anding and enemy

There is a learner mode where you can get the feel of the chopper. If you take an active mission you will be briefed. The briefing and secondary target (with codetails weather conditions. From

here you can view the map showing the lay of the land and see intelligence reports of expected enemy weapons in the area. From the briefing you go nto arming the choppe You can choose from a variety of weapons but must bear in mind the weather conditions wh es to the weight of the craft and the distance to

When this is completed you finally get to fly the chopper. You are faced with instrumentation Flying the chopper is



etting to the target, destroying it and getting back to base are achievements in themselves.

Microprose claims that it has created the most detailed and realistic mulation of a combat beliconter ever and it really has! I have not seen anything come close to it.



It was a one-in-a-million accident but Number Five, designed to be a strategic artificially intelligent weapons system, the most sophisticated robot on the planet, has escaped — and has come to the conclusion that he's alive! Now the scientist who put him together wants to take him apart

he president of Nova Robotics wants capture him before the weapons had carrying kill milliors of civilians. And the security chief wants to blow him up so that he can get home in time for dinner. YOU are Nurwber Five. YOU are alive and YOU have got to stay that way!

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Short Circuit is a trackensark of In-Star Pictures, Inc. and PSO Presentations.

